Math Blackjack

Math Concepts: Adding numbers from 1 to 10.
Materials: Deck of playing cards
Players: 2 to 4

Set up: Set the target number at 21. Use the numbered cards from a deck of playing cards.

Play: Two cards are dealt to each player - one is face up and one is face down. The receiving player is the only one to look at their face down card. During a turn, the player has the option to keep asking for one more card until the player decides to stop. After every player has had their turn, the players compare the sums of their cards.

Goal: The player with the sum closest to the target without going over wins.

– DISCUSSION AND TIPS –

For the range of numbers you are using, say 1 to 10, what is a good limit above which you shouldn't ask for more cards? Does that limit change depending on what you can see of the cards of the other players?

– VARIATIONS –

Traditionally the target is 21; however, for younger students you might pick a smaller number such as 12. Use numbered playing cards in the range comfortable for your students (e.g. 1 to 4 for very young students).

You can have a card with two values. A traditional card to do this with is the ace, which would then have value 1 or 11.