Racing Math Facts Card Game

These math cards are made to help students have fun while practicing their math memorization and sharpening their logical thinking skills.

Preparing the Game:

Print and cut out the cards that you wish to use. There are cards included for addition, subtraction, multiplication, and division facts. If you have a younger student, you may only want to use the cards for the simple addition. As the student progresses, print and include more cards in the game. The cards will last longer if they are printed on cardstock and laminated, but they can be used just as easily printed on copy paper and laminated or just printed on paper. Cut the cards apart on the lines. This game can be used over and over as the student progresses in math; simply incorporate the facts that match what your student is studying. There is a blank page at the end that can be printed in order to include problems you may want your student to practice that aren't in this game.

Playing the Game:

Shuffle (or mix) the cards together that are being used. Deal three cards to each player. Each player, starting with the player to the left of the player who has dealt the cards, lays down a card in the middle of the table. The object of the game is to play the card with the highest answer to the problem. After the player plays a card, they draw another one from the remaining stack of cards so that they always have three cards in their hand.

For example, if there are three players and player number one plays a card that is 6+1=, player number two plays a card that is 6-4=, and player number three plays a card that is 2x3=. The answer to the problems are:

Player number one: 7
Player number two: 2
Player number three: 6

Player number one will get the three cards since the answer to his problem is the highest number. Player number one should place the cards he has won face down in front of him. Play continues with the next round. If at any time an answer is in dispute, an answer key to the problems has been included.

Play continues until all of the cards have been played. The players can use a certain amount of strategy in playing the game. For example, if a player has two cards in his hand that have low amounts for answers and one card that has a high amount for an answer, what should he play first? If he plays the highest card, he may or may not win that round, but then all he will have left are low answers. If he plays a low answer first, one of the other players may play one of their higher cards to win that round, and it may give him a better opportunity to win other rounds. Each player has to decide what to play each time around and, by adding a new card to their hand each time they play a card (until the final three rounds), the options for which card to play first change each time around.

When all of the cards have been played, count the number of cards each player has won. The player with the most cards wins.

These cards can also be used as flash cards, but please note that all possible number combinations are **not** included.

$1 + 2 =$	$1 + 3 =$	$1 + 5 =$
$1 + 7 =$	$1 + 9 =$	$1 + 10 =$
$1 + 15 =$	$1 + 18 =$	$1 + 20 =$

$5-4=$	$6-2=$	$6-3=$
$6-4=$	$7-3=$	$7-4=$
$7-5=$	$8-3=$	$8-4=$

$1 \times 5 =$	$1 \times 7 =$	$1 \times 9 =$
$1 \times 12 =$	$1 \times 15 =$	$2 \times 2 =$
$2 \times 4 =$	$2 \times 5 =$	$2 \times 7 =$

$60 \div 12 =$	$165 \div 11 =$	$143 \div 11 =$
$132 \div 11 =$	$121 \div 11 =$	$99 \div 11 =$
$77 \div 11 =$	$33 \div 11 =$	$11 \div 11 =$