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| **Subtraction to Zero**  Each player starts the game at 100. Each player can take one card per turn and subtract the number they get from 100. To win the game, a player must be first to reach zero. If all the cards have been drawn from the deck, the player who is the closest to zero wins. Jacks are worth 11, Queens are worth 12, Kings are worth 13, and Aces are worth 0, or whatever number is agreed upon.  This game can be made more challenging and involve addition, too. Simply have each player draw two cards per turn, adding those numbers together, and then subtracting that total from 100. Adjusting the value of the face cards can also increase the difficulty of the game. | Go to abcya.com and play any subtraction game. There are lots to choose from! |
| **Multi-Digit Subtraction War**  *Number of Players – 2+*  With two players, begin by removing all face cards and 10s. Aces can be worth 1 or 0. Split the deck in half and give each player their own stack. Together, players turn over their first four cards to create two 2-digit numbers. They may put the cards in any order or position they choose, with the goal being to create the greatest difference. The player with the greatest difference takes all 8 cards.  You can simplify or increase the difficulty by turning over fewer or more cards. When working with larger numbers, this is a great opportunity to practice place value! | Log in to Mathletics. |
| **Race to 27**  *Number of Players – 3+*  The more, the merrier with this game! It can be played with 2 players, but students will have more fun in groups of 3-5, as it makes it more exciting! Jacks are worth 11, Queens are worth 12, Kings are worth 13, and Aces are worth 0 or 1.  The dealer will exhaust the deck to all players. Players keep their cards in a small stack in front of them facing down. The dealer gets to start by turning over 1 of his cards and placing it in the center. He then subtracts his card from 100. The next player flips over her top card and puts it in the center on the dealer’s card. She now subtracts her card from the new total.  For example, if the dealer flipped over a 7, the total is at 93. If the next player flips over a Queen, the new total is 81. The player who subtracts the card that gets the total to 27 or less, takes all the cards from the center and adds them to their deck. The game continues until someone is out of cards. Whoever has the most cards wins! | Log in to Mathletics. |
| **Calculate the Gain or Loss**  Each player starts with 15 points. Player one flips a card (remove face cards from the deck, or assign a point value for each one first). If the card is black, they add it to their total. If it’s red, they subtract it. Highest point value when all the cards are gone wins! | Log on to Dreambox. |
| **Close Call**  Each player deals themselves four cards, then determines how to arrange them so they make two two-digit numbers that add up as close as possible to 100 without going over. For a subtraction version, work to get as close to zero as possible. | Log on to Dreambox. |