

War - Traditional

Skills: Ordering whole numbers

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Each player turns one card face up. The player with the greatest number wins the round, placing his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest card, all the players battle: each player lays three cards face down, then a new card face up. The greatest of these new cards will capture everything on the table. Because all players join in, someone who had a low card in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 3-down-1-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Multi - Digit War

Skills: Ordering multi-digit whole numbers

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Remove all the 10s, Jacks, Queens, and Kings from the deck.
2. Turn up two or three cards and create a 2-digit or 3-digit number. The player with the greatest number wins the skirmish, placing his own and all captured cards into his prisoner pile.
3. Whenever there is a tie for greatest card, all the players battle: each player lays **two** cards face down, then **two or three** new cards face up. The greatest of these new multi-digit cards will capture everything on the table. Because all players join in, someone who had the lowest number in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 2-down-2(3)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Addition War

Skills:

- Adding whole numbers
- Ordering whole numbers

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards for each skirmish. The highest sum wins. The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **two** new cards face up. The greatest sum of these new cards will capture everything on the table. Because all players join in, someone who had a lower sum in the initial skirmish may ultimately win the battle. If there is no greatest sum this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Multi - Digit Addition War

Skills:

- Adding multi-digit whole numbers
- Ordering multi-digit whole numbers

What you need:

- 2 decks of cards for two player
- 3 - 4 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Remove all the 10s, Jacks, Queens, and Kings from the deck.

2. Turn up three or four or five or six cards. If you turned up 3 cards, make one, 2 digit number and a single digit number. If you turned up 4 or more cards, make two, two or three digit numbers based on the number of cards you turned up. Add your numbers together. The player with the greatest sum wins the skirmish, placing his own and all captured cards into his prisoner pile.

3. Whenever there is a tie for greatest card, all the players battle: each player lays **one** card face down, then **three or four or five or six** new cards face up. The greatest of these new multi-digit cards will capture everything on the table. Because all players join in, someone who had the lowest sum in the initial skirmish may ultimately win the battle. If there is no greatest sum this time, repeat the 1-down-3(4, 5, 6)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Advanced Addition War

Skills:

- Adding whole numbers
- Ordering whole numbers

What you need:

- 2 decks of cards
- 3-4 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Turn up three (or four) cards for each skirmish and add them together. The highest sum wins. The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **three-four** new cards face up. The greatest sum of these new cards will capture everything on the table. Because all players join in, someone who had a lower sum in the initial skirmish may ultimately win the battle. If there is no greatest sum this time, repeat the 2-down-3/4-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Subtraction War

Skills:

- Subtracting whole numbers
- Ordering whole numbers

What you need:

- A deck of cards
- 2-3 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards and subtract the smaller number from the larger. This time, the greatest difference wins the skirmish. The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **two** new cards face up. The greatest difference of these new cards will capture everything on the table. Because all players join in, someone who had a lower difference in the initial skirmish may ultimately win the battle. If there is no greatest difference this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Multi - Digit Subtraction War

Skills:

- Subtracting multi-digit whole numbers
- Ordering multi-digit whole numbers

What you need:

- 2 decks of cards for two player
- 3 - 4 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Remove all the 10s, Jacks, Queens, and Kings from the deck.

2. Turn up three or four or five or six cards. If you turned up 3 cards, make one, 2 digit number and a single digit number. If you turned up 4 or more cards, make two, two or three digit numbers based on the number of cards you turned up. Subtract your numbers. Remember to subtract the smaller number from the bigger number so that your difference is positive. The player with the greatest difference wins the skirmish, placing his own and all captured cards into his prisoner pile.

3. Whenever there is a tie for greatest difference, all the players battle: each player lays **one** card face down, then **three or four or five or six** new cards face up. The greatest difference of these new multi-digit cards will capture everything on the table. Because all players join in, someone who had the lowest difference in the initial skirmish may ultimately win the battle. If there is no greatest difference this time, repeat the 1-down-3(4, 5, 6)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Product War

Skills:

- Multiplying whole numbers
- Ordering whole numbers

What you need:

- A decks of cards
- 2-3 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards and multiply the number from the larger. The greatest product wins the skirmish. The winner of the squirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **two** new cards face up. The greatest product of these new cards will capture everything on the table. Because all players join in, someone who had a lower product in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Advanced Product War

Skills:

- Multiplying whole numbers
- Ordering whole numbers

What you need:

- 2 decks of cards
- 3-4 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up three (or four) cards and multiply. The greatest product wins the skirmish. The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **three (or four)** new cards face up. The greatest product of these new cards will capture everything on the table. Because all players join in, someone who had a lower product in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 2-down-3(4)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Multi-Digit Product War

Skills:

- Multiplying multi-digit whole numbers
- Ordering whole numbers

What you need:

- 2 decks of cards
- 3-4 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Remove all the 10s, Jacks, Queens, and Kings from the deck.

2. Turn up three or four or five or six cards. If you turned up 3 cards, make one, 2 digit number and a single digit number. If you turned up 4 or more cards, make two, two or three digit numbers based on the number of cards you turned up. Multiply your numbers. The greatest product wins the skirmish. The winner of the skirmish places his own and all captured cards into his prisoner pile.

3. Whenever there is a tie, all the players battle: each player lays **one** card face down, then **three or four or five or six** new cards face up. The greatest product of these new multi-digit cards will capture everything on the table. Because all players join in, someone who had the lowest product in the initial skirmish may ultimately win the battle. If there is no greatest product this time, repeat the 1-down-3(4, 5, 6)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Fractions War

Skills: Ordering fractions

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards and make a fraction, using the smaller card as the numerator (top number). The player with the greatest fraction wins the skirmish, placing his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest fraction, **all** the players battle: each player lays **two** cards face down, then a **two** new cards face up. The greatest fraction of these new cards will capture everything on the table. Because all players join in, someone who had a low fraction in the initial skirmish may ultimately win the battle. If there is no greatest fraction this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Improper Fractions War

Skills: Ordering fractions

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards and make a fraction, using the larger card as the numerator (top number). The player with the greatest fraction wins the skirmish, placing his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest fraction, **all** the players battle: each player lays **two** cards face down, then a **two** new cards face up. The greatest fraction of these new cards will capture everything on the table. Because all players join in, someone who had a low fraction in the initial skirmish may ultimately win the battle. If there is no greatest fraction this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Integers War

Skills: Ordering integers (positive and negative whole numbers, zero)

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up one card for each skirmish. Black cards are positive numbers; red cards are negative, jokers are zero if you include them. The greatest card wins. Remember that -2 is greater than -7 . The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest card, all the players battle: each player lays three cards face down, then a new card face up. The greatest of these new cards will capture everything on the table. Because all players join in, someone who had a low card in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 3-down-1-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Integers Addition War

Skills:

- Adding integers (positive and negative whole numbers and zero)
- Ordering integers

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards for each skirmish. Black cards are positive numbers; red cards are negative, jokers are zero if you include them. The greatest sum wins. Remember that -2 is greater than -7 . The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **two** new cards face up. The greatest sum of these new cards will capture everything on the table. Because all players join in, someone who had a lower sum in the initial skirmish may ultimately win the battle. If there is no greatest sum this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Integers Product War

Skills:

- Multiplying integers (positive and negative whole numbers and zero)
- Ordering integers

What you need:

- A deck of cards
- 2-3 decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Players turn up two cards. Black cards are positive numbers; red cards are negative, jokers are zero if you include them. Remember that two negative numbers make a positive product. The greatest product wins the skirmish. The winner of the skirmish places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie, all the players battle: each player lays **two** cards face down, then **two** new cards face up. The greatest product of these new cards will capture everything on the table. Because all players join in, someone who had a lower product in the initial skirmish may ultimately win the battle. If there is no greatest card this time, repeat the 2-down-2-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Wild War

Skills:

- Ordering whole numbers
- Order of Operations of whole numbers
- Multiplication, division, addition and subtraction, exponents of whole numbers

What you need:

- Two decks of cards
- Three - four decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Each player turns up three cards and may do whatever math manipulation (addition, subtraction, multiplication, division, exponents) they wish with the numbers. All cards are positive, jokers are zero if you include them. The greatest answer wins the skirmish and the player places his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest card, all the players battle: each player lays **two** cards face down, then **three** new cards face up. The greatest answer of these new cards will capture everything on the table. Because all players join in, someone who had a low answer in the initial skirmish may ultimately win the battle. If there is no greatest answer this time, repeat the 2-down-3-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Advanced Wild War

Skills:

- Ordering integers (positive and negative whole numbers and zero)
- Order of Operations of integers
- Multiplication, division, addition and subtraction, exponents of integers

What you need:

- A deck of cards
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Each player turns up three, four or five cards and may do whatever math manipulation (addition, subtraction, multiplication, division, exponents) they wish with the numbers. Black cards are positive numbers; red cards are negative, jokers are zero if you include them. The player with the greatest answer wins the skirmish, placing his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for greatest card, all the players battle: each player lays **one** card face down, then a **three, four or five** new cards face up. The greatest answer of these new cards will capture everything on the table. Because all players join in, someone who had a low answer in the initial skirmish may ultimately win the battle. If there is no greatest answer this time, repeat the 1-down-3 (4 or 5)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

Reverse Wild War

Skills:

- Ordering integers (positive and negative whole numbers and zero)
- Order of Operations of integers
- Multiplication, division, addition and subtraction, exponents of integers

What you need:

- A deck of cards for two players
- Two decks of cards for 3 - 4 players

Number of players: 2 - 4

How to Play:

1. Each player turns up three, four or five cards and may do whatever math manipulation (addition, subtraction, multiplication, division, exponents) they wish with the numbers. Black cards are positive numbers; red cards are negative, jokers are zero if you include them. The player with the answer **closest to zero** wins the skirmish, placing his own and all captured cards into his prisoner pile.

2. Whenever there is a tie for closest to zero, **all** the players battle: each player lays **one** card face down, then a **three, four or five** new cards face up. The answer closest to zero of these new cards will capture everything on the table. Because all players join in, someone who had a furthest answer in the initial skirmish may ultimately win the battle. If there is no closest answer this time, repeat the 1-down-3 (4 or 5)-up battle pattern until someone breaks the tie. The player who wins the battle captures all the cards played in that turn.

Endgame

When the players have fought their way through the entire deck, count the prisoners (cards you've collected). Whoever has captured the most cards wins the game. Or shuffle the prisoner piles and play on until someone collects such a huge pile of cards that the others concede.

Clean-up

1. Sort the decks of cards if necessary
2. Count each deck of cards to make sure they are all there and put them in the box
3. Return them to Mrs. Price. Thank you!!

My Closest Neighbour

Skills:

- Comparing fractions
- Equivalent fractions

Players: two to four

What You Need:

- A deck of cards for 2 players
- 3 or 4 players need a 2 deck.

How to Play:

You will play six rounds:

- Closest to zero
- Closest to $\frac{1}{3}$
- Closest to $\frac{1}{2}$
- Closest to $\frac{3}{4}$
- Closest to one
- Closest to two

1. Deal five cards to each player. Set the remainder of the deck face down in the middle of the table as a draw pile.

2. In each round, players choose two cards from their hand to make a fraction that is as close as possible (but not equal) to the target number. Draw two cards to replenish your hand.

3. The player whose fraction is closest to the target collects all the cards played in that round. If there is a tie for closest fraction, the winners split the cards as evenly as they can, leaving any remaining cards on the table as a bonus for the winner of the next round.

Endgame

After the last round, whoever has collected the most cards wins the game.

