Tens Go Fish!

How To Play:

Remove the Jack, Queen, and King. Each player gets 5 cards. Players match up cards to make sums of ten. Players take turns asking each other for the missing addend needed to make ten. If player 2 does not have the card, player 1 will "go fish" in the pile of cards in the middle. When a player gets a match, he or she draws another card. If a player runs out of cards, he or she draws two from the pile. The player with the most matches wins.

Tens Memory Match

How To Play:

Remove the 10, Jack, Queen, and King. Place cards in rows. Players take turns flipping two cards to make a sum of ten. If the sum is ten, the player gets to keep the cards. If not, the cards are flipped face down and the second player gets a chance to find a match that makes ten. The winner is the player with the most cards after all cards have been matched.

Addition War

How To Play:

Deal all of the cards out into two stacks. One player says, "war" and both players turn over their top two cards. Both players add their cards and state their addition sentence, "2 plus 4 equals 6." The player with the higher sum gets to keep both sets of cards. If there is a tie, two more cards will be flipped and added. The player with the most cards wins!

Quick Draw

How To Play:

Deal all of the cards out into two stacks. One player says, "Draw" and both players turn over their top card. The first player to say a correct addition sentence and sum gets to keep the cards. The winner is the player who has the most cards when the bottom of the stack is reached.