

# MEGA-FUN CARD-GAME MATH

**25 Games & Activities That Help Kids Practice Multiplication, Fractions, Decimals & More—All With Just a Deck of Cards!**

by Karol L. Yeatts

## Games Include:

Card Countdown

Popular Products

Fraction Lineup

Dueling Decimals

Equation Challenge

Computation  
Gridlock

Magic Card  
Squares

Connects to the  
**NCTM  
STANDARDS!**



# Mega Fun Card Game Math Grades 3 5

**Josh Rappaport,Trudy Bortz**

## **Mega Fun Card Game Math Grades 3-5:**

**Well Played, Grades 3-5** Linda Dacey, Karen Gartland, Jayne Bamford Lynch, 2023-10-10 Students love math games and puzzles but how much are they really learning from the experience? Too often math games are thought of as just a fun activity or enrichment opportunity. *Well Played Grades 3-5: Building Mathematical Thinking Through Number Games and Puzzles* shows you how to make games and puzzles an integral learning component that provides teachers with unique access to student thinking. The twenty-five games and puzzles in *Well Played Grades 3-5* which have all been field tested in diverse classrooms contain explanations of the mathematical importance of each game or puzzle and how it supports student learning. Variations for each game or puzzle to address a range of learning levels and styles. Classroom vignettes that model how best to introduce the featured game or puzzle. The book also includes a separate chapter with suggestions for how to effectively manage games and puzzles in diverse classrooms, game boards, game cards, and puzzles assessment ideas and suggestions for online games, puzzles, and apps. *Well Played Grades 3-5* will help you tap the power of games and puzzles to engage students in sustained and productive mathematical thinking. [Mega-fun Card-Game Math](#) Karol L.

Yeatts, 2005-01-01 Provides activities to help students meet math standards covering such topics as addition, multiplication, fractions, and decimals. [Well Played](#) Linda Schulman Dacey, Karen Gartland, Jayne Bamford Lynch, 2015 *Well Played: Building Mathematical Thinking Through Number Games and Puzzles* Grades 3-5 This is a book full of thoughtful and well-chosen games and puzzles but it is also a book that offers a lens into how we might include this kind of play in our own classrooms in ways that are deeply meaningful and engaging for our students. It is a book truly rooted in the realities and possibilities of the classroom which is what makes it such a valuable resource for teachers. Kassia Omohundro Wedekind from the foreword. Students love math games and puzzles but how much are they really learning from the experience? Too often math games are thought of as just a fun activity or enrichment opportunity. *Well Played* shows you how to make games and puzzles an integral learning component that provides teachers with unique access to student thinking. The twenty-five games and puzzles in *Well Played* which have all been field tested in diverse classrooms contain explanations of the mathematical importance of each game or puzzle and how it supports student learning. Variations for each game or puzzle to address a range of learning levels and styles. Clear step-by-step directions and classroom vignettes that model how best to introduce the featured game or puzzle. The book also includes a separate chapter with suggestions for how to effectively manage games and puzzles in diverse classrooms, reproducibles that provide directions, game boards, game cards, and puzzles assessment ideas and suggestions for online games, puzzles, and apps. *Well Played* will help you tap the power of games and puzzles to engage students in sustained and productive mathematical thinking. **[Brain-Compatible Activities for Mathematics, Grades 4-5](#)** David A. Sousa, 2017-01-24 *Brain-Compatible Activities for Mathematics* Grades 4-5 provides brain-friendly ready-to-use mathematics lessons for the classroom. Teachers will find step-by-step guidance and all the necessary reproducible

materials for mathematics instruction that involves group work reflection movement and visualization Through activities such as Scuba Division Party Planners Sunken Treasure and Parachute Drop intermediate learners will enjoy developing skills connected with multiplication and division fractions and decimals geometry and measurement algebra data analysis and more Aligned with NCTM standards and focal points the instructional strategies enhance motivation and content retention while addressing individual intelligences Also included is instruction to Promote writing as an important learning tool Use concrete models to make concepts meaningful Connect mathematical ideas to the real world Incorporate graphic organizers to help students organize their thinking Deepen and revitalize instruction using Sousa s proven brain compatible approach for helping every student develop self confidence in mathematics

**Children's Books in Print, 2007** ,2006 **CD-ROMs**

**in Print** ,1998 **Microtimes** ,1997 **Complete Sourcebook on Children's Software** ,1999 **InCider** ,1990 **The**

**Multimedia and CD-ROM Directory** ,1998 **PC World** ,1987 **Card Game Roundup** Josh Rappaport,Trudy Bortz,2010 In

Card Game Roundup Singing Turtle Press rustles up a passel of fun card games that teachers and parents can use to teach young children vital math skills The book is aimed at both teachers and parents working with children in grades 3 5 The games created by veteran teachers Trudy Bortz and Josh Rappaport author of the Parents Choice award winning Algebra Survival Guide are so much fun that kids won t even realize they re learning math as they play In Annie Oakley children learn about measurement and data analysis In Mysterious Bandits children solve for variables in addition and subtraction problems And in Land Grab they learn how to sort objects into the sections of a Venn Diagram The book is beautifully illustrated by artist Sally Blakemore winner of the 2002 Children s Literature Award This is the second book in the Card Game Roundup series The first title features games for children in the K 2 age bracket

**PC Magazine** ,1987 **Miss Brain's Cool Math Games** Kelli Pearson,2019-09-25 Ditch the drill and fling those flash cards in the recycle bin now there s a better way to learn math When you play the fun dice and card games in this book you ll get better at math without even realizing it The more you play the more you learn and you ll love every minute In this completely revised and updated third edition of Miss Brain s Cool Math Games for kids in grades 1 3 you ll have a whopping 38 addictively fun math games to help your child improve skills and fall in love with math THREE WAYS TO PLAY Choose a math skill that might need a little practice and play one of the games in that chapter Start at the beginning and play all the games in the book in order so you don t miss any Randomly pick a game that looks fun and play it Repeat A great math game helps get rid of math anxiety ends family math fights gives kids tons of practice and helps kids really truly LOVE math Miss Brain s Cool Math Games currently comes in two levels In this second level for kids in grades 3 5 you ll find number sense games including place value addition and subtraction games multiplication and division games fraction and decimal games mixed skill games The games in this book work great with mixed levels siblings of different ages or parents playing with children Ideal for 2 4 players

**Math Games Grade 3** Patti Sima,2003-02-15 This book has been designed to help parents and teachers reinforce basic skills with

their children Practice makes perfect reviews basic math skills for children in grade 3 Contains puzzles and games that allow children to learn review and reinforce basic math concepts Introduction *I Have, Who Has? Math, Grades 3-4* Trisha Callella,2006-05 The activities in this book consist of a series of question and answer cards Students are actively engaged as each player answers a question and then asks the next one When students reach the last card they will find that it refers back to the first card Activities require minimal preparation but result in maximum participation and effort **Math Games**

**Galore: Time and Money, Gr. 3** Stephen Davis,William H Abbott Professor of International Business and Economics Steven J Davis, Dr,2009-08-03 10 Matching Games That Reinforce Basic Math Skills Quick to prepare and easy to learn The games in Math Games Galore make learning new math skills fun Like the classic memory game The objective is to find the most pairs of matching cards using visual recall Every game plays by an identical set of rules and directions So once students learn how to play one game they have learned how to play all 10 games Great for learning centers and family math night **Math**

**Card Games, Grades 2-3** Claire Piddock,School Specialty Publishing,2005-05-02 This new title features a wide range of card games that provide an entertaining way to practice and master basic math skills from counting and numeration through operations on whole numbers fractions decimals percents and geometry This series also incorporates NCTM standards These fun and engaging books have teacher pages for reviewing and presenting new concepts clear instructions and directions for creating the games and ideas and extensions for added learning The student pages outline the rules and guidelines for playing each game in a fun and inviting format These books are perfect for individual play and tutoring learning centers or small group instruction *25 Super-Fun Math Spinner Games* Judi Aronson,1998-04-01 Make mathematics come alive for your students with these entertaining and educational spinner games Each quick to assemble and easy to use game reinforces a wide range of skills including problem solving and mathematical reasoning number sense and numeration whole number operations geometry and spatial sense and probability 25 Spinner Games for Math comes complete with spinner templates suggestions for game variations and extensions critical thinking questions and book links For use with Grades 3 5

**Everyday Mathematics, Grades 1-6, Family Games Kit Everything Math Deck (Set of 5)** McGraw-Hill Education,2002-10-09 This Everyday Mathematics exclusive is a unique deck of 54 cards that form the basis for a number of exciting fun classroom math games and activities It's really two decks in one whole numbers geometric representations and dot patterns on one side and fractions and illustrations on the other On one side of the cards is a number deck with 4 cards for each number from 0 through 10 and 1 card for each number from 11 through 20 Numbers are printed in blue or black to more easily represent positive or negative numbers On the reverse side of the 1 through 10 cards are fractions represented in a variety of ways

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