

## Ways to Adapt Math Card Games

	Go Fish	Match 'Em/ Memory	Capture
Subitizing (recognizing small quantities <i>without</i> counting)	Use quantity cards to make pairs of same or different representations of a quantity	Use quantity cards to match same or different representations of a quantity	Largest / smallest quantity wins
Recognizing numerals (written numbers)  Connecting number names, numerals, and quantities	Use numeral cards in addition to or instead of quantity cards	Use numeral cards in addition to or instead of quantity cards	Use numeral cards in addition to or instead of quantity cards
Adding	Make pairs of a given sum	Match equivalent expressions (e.g. $3+4$ and $6+1$ )	Each player turns over 2 cards. Compare sums
Making 5  (Remove cards 6–10. Add a blank card for zero or take out the 5s)	Make pairs of cards that add to 5	Match pairs that add to 5	
Making 10  (Add a blank card for zero or take out the 10s)	Make pairs of cards that add to 10	Match pairs that add to 10	
Subtracting		Match equivalent expressions (e.g. $5-3$ and $3-1$ )	Each player turns over 2 cards. Compare differences
Multiplying		Use quantity cards for multiplication to match pairs for a given product (e.g. $24=1\times 24$ , $2\times 12$ , $3\times 8$ , $4\times 6$ ) or match visual arrays with expressions	Each player turns over 2 cards. Compare products