**Cards Up … Seven Up**

**Objective**: Students will be able to use multiple operations (addition, subtraction, multiplication, and division) to create equations that equal specific answers.

**Time:** 25 – 30 minutes (with an additional discussion and wrap-up for an extension, if applicable or time permitting)

**Players**: One or two

**Materials**: Deck of cards (with jokers and face cards removed), two dice, one tally sheet\* per partner (if playing in partners), one board\* per partner (optional)

**How to Play** – Individual:

1. If not already done, remove the jokers and face cards from the deck of cards.
2. Shuffle the cards.
3. Roll the two dice and multiply the numbers together. This is your target number for this turn.
4. Take the first seven cards of the deck and flip them face up, placing them in a row (on the board spots if using one).
5. Using the seven up facing cards, add, subtract, multiply, and\or divide the numbers to achieve the target number. The object of the game is to use as many cards as possible of the seven facing up. (Note: Ace cards are worth 1)
6. After the target number is achieved, place the used cards in a pile to the side (or on the board where labeled) and leave the remaining, unused cards in the row.
7. Replace the used cards so seven cards are facing up again.
8. Roll the dice again for a new target number and complete steps 3-7 until the deck is gone.

**How to Play** – Partners:

1. If not already done, remove the jokers and face cards from the deck of cards.
2. Shuffle the cards.
3. Determine which partner will go first.
4. Distribute seven cards to player one. Player one will take the seven cards and flip them face up, placing them in a row (on the board if using one).
5. Player one will roll the two dice and multiply the numbers together. This is their target number for this turn.
6. Using their seven up facing cards, player one will add, subtract, multiply, and\or divide the numbers to achieve the target number. The object of the game is to use as many cards as possible of the seven facing up. (Note: Ace cards are worth 1)
7. After the target number is achieved, player one will explain to player two what operations and steps they used to get to their target number.
8. Player two has the opportunity to challenge any flaws they see in player one’s explanation at this point.
9. Once the two players have agreed on the equation and the target number was achieved, player one will place the used cards in a used card pile on the table (or board), tally how many cards they used, and leave the remaining, unused cards in the row.
10. Now it is player two’s turn. Player two will place the next seven cards in the deck on their board.
11. Player two will follow the same steps listed in direction number 5-9.
12. At the start of each players next turn, they will need to replace the cards so that seven cards are facing up at the start of each turn.
13. The players will alternate turns, following directions 5-9, until the deck is gone. Once the deck is gone, a winner will be determined based on which partner has the most tallies.

**Game Adapted from**: Currah, J., Felling, J., & MacDonald, C. (1992). *All hands on deck, math games using cards and dice*. (Vol. 2). Alberta, Canada: Box Cars & One-Eyed Jacks