

FactsWise Family Activities and Games

Goal 9 practice all facts activities

Mix and Match

Number of players: 2 or more

Materials: Cards for the target cumulative goals (Goals 1-3; Goals 1-5; Goals 1-8)
Several counters for each player (different colors for each player)

Directions:

1. Players place the longer cards in the middle of the table, one underneath the other.

x 2
x 5
x 10

2. Dealer deals 5 cards to each player and places the rest of the cards in a face-down draw pile in the center of the table.
3. If the first player has any of the cards 2, 3, 4, 5, 6, 7, 8, or 9, he or she plays one of those cards at the top of the playing surface (see example below), and then draws a card to end her or his turn.
4. If the player does not have any of those cards, he or she draws a card from the draw pile and that ends her or his turn.

	6
x 2	
x 5	
x 10	

5. The next player can now play either:
 - a. Another "top" card, as long as that number has not already been placed at the top of the playing surface, or
 - b. A "product" card (in the example above, a player could play a 12, a 30, or a 60).

	6
x 2	
x 5	
x 10	60

After the player has played one card, or passed because he or she has no playable card, the player draws a card from the draw pile and play passes to the next player.

6. Play continues as above. Whenever a player completes a column (see below), that player places one of his or her markers at the bottom of that column. The player who has the most markers at the end of the game is the winner.

	6	2	7	4
x 2		4	14	
x 5	30		35	20
x 10	60		70	

FOUR IN A ROW with 3s through 9s

+ - X ÷

64	32	63	21
42	48	24	35
28	54	45	56
27	81	49	72

3	4	5	6	7	8	9
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FOUR IN A ROW with 4s through 9s

+ - X ÷

54	30	49	36
63	45	25	64
35	81	48	40
72	32	42	56

4	5	6	7	8	9
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