Integer Card Game

- 1-6 player per game

- Each player is dealt 5 cards

- Black suits are **'positive'**; red suits are **'negative'**

- All face cards count as '10'; Ace counts as '1'

- You can **'add'** and/or **'subtract'** to get your desired outcome

- Flip the first card in the remaining deck over as the 'target outcome'; players can use <u>as many</u> cards in their hands to match the outcome. Used cards are counted as 'scores'; players can 'refill' their cards back to 5 at the conclusion of each hand

- Continue the game until the deck is empty; the player with the most cards wins the round or predetermine how many rounds are in the tournament, and tally the score

Game Variations

- For grade 8 could multiply and divide integers
- Use two cards for 'target outcome'

Game example:

If the 'target outcome' is (-7), such as a 7 of Spade.

I can either:

put down my (+8) and (+1), and claim that (+1) - (+8) = (- 7), which would give me TWO POINTS (use two cards)

OR

put down my (-5), (-1) and (+1), and claim that (-5) + (-1) - (+1) = (-7), which would give me THREE POINTS

I have 5 cards in my hand, they are:
(+1), (- 1), (+9), (+8), and (-5)

Materials

- Deck of Cards

What's the math?

- Mental Math
- Order of Operations
- Operations with Positive and Negative Integers