Positive and Negative Integer Easy Card Games

Lesson Skill/Math Concept: Operations with Integers, Comparing Integers.

Vocabulary:
- **Integer:** A whole number
- **Positive Integer:** A whole number with a value greater than zero.
- **Negative Integer:** A whole number with a value less than zero.

Estimated Time: *Time may limited by the teacher, or play may continue until one player wins all the cards, or reaches an established score.*

Materials List
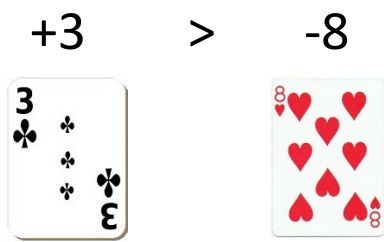*Each team of 3-4 students*
- 1 deck of playing cards

Background Information: Explain to students that aces have a value of 1, jacks have a value of 11, queens have a value of 12, and kings have a value of 13, jokers 14, or you may <u>remove all face cards</u>.

I. Integer Face Off: Comparing Integers

Directions:
1. Shuffle cards.
2. Deal cards facedown to players until all cards are distributed.
3. Each player turns cards face down in a pile in front of him/her.
4. Each player turns over the top card of his/her deck and places it in middle of table.
5. All black cards are positive integers. All red cards are negative integers. Largest integer wins and the player who put down that card takes all the cards played for that round.
6. Players each turn over the next cards in their piles and repeat play as above.
7. TIME LIMIT GAME: Play continues for set time limit. Player with the most cards at the end of this time wins the game.
8. NO TIME LIMIT GAME: Play continues until one player has won all of the cards from his/her opponents.

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II. Integer Showdown: Adding Integers

Directions:

1. Shuffle cards and deal cards facedown to players until all cards are distributed.
2. Each player turns cards face down in a pile in front of him/her.
3. Each player turns over the top TWO cards of his/her deck and places them in front of his/her pile.
4. All black cards are positive integers. All red cards are negative integers. Players add together their two cards. Player with the largest SUM wins the round and takes all cards.
5. Players each turn over the next TWO cards in their piles and repeat play as above.
6. TIME LIMIT GAME: Play continues for set time limit. Player with the most cards at the end of this time wins the game.
7. NO TIME LIMIT GAME: Play continues until one player has won all of the cards from his/her opponents.

III. 25!!: Adding Integers

Directions

1. Have students deal out as many cards as possible from a deck of cards, so that each student has an equal number of cards facing down. Put aside any extra cards.
2. All black cards are positive integers. All red cards are negative integers.
3. The first player to turns up one card from his/her pile and says the number on the card.
4. The second player (clockwise) turns up a card, adds it to the first card, and says the sum of the two cards aloud.
5. The next player takes the top card from his/her pile, adds it to the first two cards, and says the sum.
6. The game continues until someone shows a card that, when added to the stack, results in a sum of exactly 25.

For students who find the game too challenging, you might change the sum to a number less than 25. The game will end more quickly. As students become more comfortable with the game, you can gradually increase the numeric goal.

Extensions

Change the operation to subtraction or multiplication.
Change the sum from 25 to any number.