

# Face Off

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| Grade Range | Content Area  | Materials   |
|-------------|---|---|
| Everyone    | <ul style="list-style-type: none"><li>• Number Sense</li><li>• Computational Fluency</li><li>• Comparing and Ordering Whole Numbers, Fractions, and Decimals</li><li>• Operations with Integers</li></ul> | <ul style="list-style-type: none"><li>• Deck of Cards</li><li>• Paper and pencil (optional)</li></ul> |

## Activity

Introducing Face-Off: The Math Battle Card Game!

To play, simply remove the Jacks, Queens, and Kings from a standard deck of cards, shuffle, and get ready to duel. Each player starts by placing a facedown pile of cards in front of them. On the count of three, both players flip over their top card.

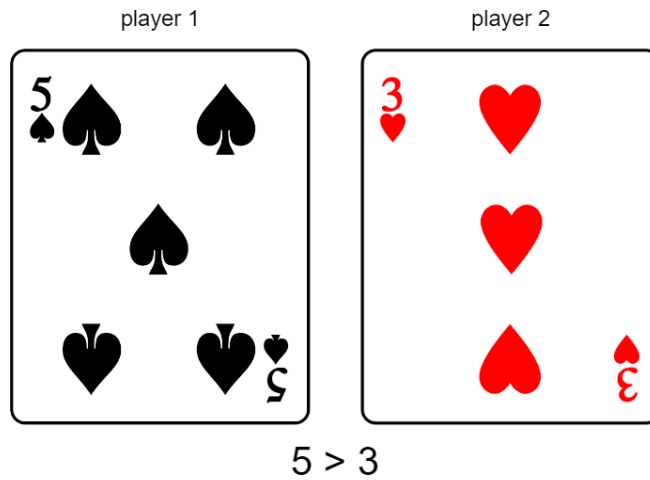
### Version 1: Pre-k - Lower Elementary

The player who flips over the highest card wins both cards.

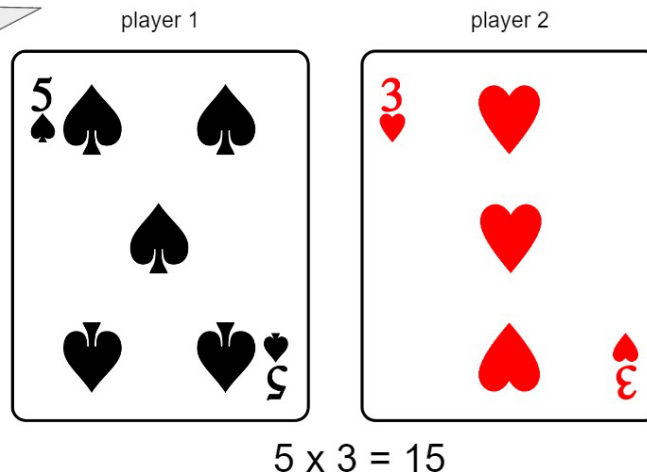
### Version 2: Lower Elementary +

The first player to correctly state the product of the two cards wins the round and takes both cards, adding them to their personal pile.

But beware! If it is a tie, the cards go into the center of the table and become a prize for the next winner. The goal is to collect the most cards by the end of the game, so put your math skills to the test and show your opponent who's boss!



You can also use this version to practice adding as well!  
Ex.  $5 + 3 = 8$ .



### Questions to Consider

1. Were some answers easier to find? Why do you think so?
2. What other skills do you think you can use in this game? Can you create your own version to target that skill?
3. How might you adjust this game so that you can play alone? With a third person?

### Extensions, Modifications & Additional Resources

1. Fraction Face-Off puts a new spin on the game. Players flip over two cards, with the first card serving as the denominator and the second as the numerator. The player with the largest fraction wins!
2. Decimal Duel transforms the game into a decimal-based competition. Remove all face cards, and Aces become 1. Players flip over three cards, with the first serving as the whole number, the second as the tenths, and the third as the hundredths. The person who creates the highest number wins.
3. Integer Battle turns the game into a mathematical showdown. Red cards are positive, and black cards are negative. Players choose to add, subtract, or multiply the cards, with the first player to perform the correct operation winning both cards.