Integra is the trading arm of South Gloucestershire Council

Nine Playing Card Challenges.

Challenge 1: Snap Age: All You need: Two sets of playing cards. Share them out between you and play snap.	Challenge 3 : Missing subtraction Age: Year 3/4/5/6 You need : Ace,,2,3,4,5,6,7,8,9, and something to represent 0. Using the cards but don't have to use them all. How many solutions can you find?	Challenge 5: Make the numbers Age: Year 4/5/6 You need: Ace,2,3,4,5,6,7,8,9 Choose 5 different single digit numbers and use them to make one 3 digit number and one two digit number where the difference between the 2 numbers is: As small as possible As large as possible Even Odd
Challenge 2: 3 minutes Times Tables Age: Year 1 to Year 6 You need: A set of cards Ace to King. (Ace = 1, Jack = 10, Queen = 11, King = 12). These don't need to be of the same suit. Choose a times table you need to practice. Mix up the cards, turn over the cards one at a time and write down the multiplication sentences, the division sentences and the answers to all 4 number sentences. How many can you do in 3 minutes? Try this each day to improve your score.	Challenge 4: Two digit numbers Age: Year 2/3 You need: Ace, 2, 3,4,5,6,7,8,9, of any suit of cards. Choose 3 cards. How many different two digit numbers you can make? How many different totals can you make using two of your numbers? Can you add three or four of your numbers together what different totals can you make? Can you add all your numbers together what is the total?	Challenge 6: Odds and evens Age: All You need : A full set of playing cards, Ace=1, Jack = 10, Queen =11, King = 12 for this game Sort all the cards into odds and evens. Deal out all the even cards equally between the players. Then deal out all the odd cards between the players. Each players shuffles their own cards. Decide who is going first then deal out 3 cards and the rest have to add them up, if the total is odd shout out odd, if even shout out even. Winner gets a point. The next person then deals out their three cards. First to 10 points wins.



Challenge 7: Missing Values Age: Year 3/4

You need: Playing cards for 2,3,5,6,7,9 only

You have the numbers 2, 3, 5, 6, 7 and 9. Use all numbers but only once. How many different solutions can you find to this

problem?



Challenge 8: Product Puzzle Age: Year 5/6

You need: Playing cards for 2,3,4,5,6,7,8,9

Can you find as many odd and even answers to the calculation? What is the largest answer? Smallest answer?



Challenge 9: Cross Roads Age: All

> You need: Ace,1,2,3,4,5

Place the cards in a cross so that the vertical and horizontal lines add to 15.

How many ways can you do this?