

Division Facts Deck of Cards

88 cards

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Inclusion of all cards would mean the full pack would contain
over 136 cards.

Division Frenzy Game

Making the *Division Frenzy* Game Pack:

1. Print the board onto a white cardboard. Use colour printing if possible.
2. Print the *number* sets of cards (enough for a set per pair of students). Use of different coloured cardboard for separate packs will make it easier to sort them if they become mixed up. If necessary, select division facts to be focussed on this week)
3. Cut out the cards.
4. Store the cards and the rules in a suitable container, such as a ziplock bag or plastic travel soap containers (great size for cards).
5. **The aim of the game is for the players to get all of their counters home first.**

NOTE: The pack of division cards does not have all of the division facts in it as there are so many of them (over 120, and 160 if $\div 12$ facts are included). This game has a reduced number of facts, making the pack a more manageable size. This means that some facts are not covered and for some students this can cause a gap in their number fact knowledge. For this reason, we have included most of the missing facts and the $\div 11$ and $\div 12$ facts in a second section that can be printed off and included as well. There are still some facts such as some of the $0\div$ facts are omitted.

Rules

- For 2-4 players
- Each player has 4 counters (any of the 4 colours)
- The winner is the player with the most counters home (depending on the number of counters)
- To begin play, each player places their 4 counters on the entrance square. The player who starts is chosen by a random method (e.g. drawing straws, or even a coin toss)
- Each player has a set of division cards (depending on the number of counters)
- On the next turn, the player draws a card and moves their counter the number of spaces indicated on the card
- A player can land on another player's counter and send it back off the board to start again. The player must have the exact number of moves for this.
- A player can land on their own piece and piggy back both pieces all the way around the board, but if another player lands on them then both pieces go back off the board to start again. This piggy backing can be started right at the beginning on the entrance square.
- Players landing on the purple corners get a second go turning a new card and moving that many spaces. Players can move any of their pieces and are not restricted to moving that same piece.
- A player landing on a *move forwards* square (designated with an arrow) moves forward that many spaces.
- When the players run out of cards, then all the cards are collected shuffled, turned face down and started again.
- If the game is cut short early, then the player with the most pieces home wins. If all players have the same number of counters home, it is a tie.

