

Playing Cards

- Playing cards can be used for math learning activities and probability experiments. If you pull a card from the deck, you are selecting a random number.
- Some teachers use cards to call on random students to answer questions in class. For example, a teacher may use two sets of cards numbered Ace to six. Pulling a 4 and then a 3 selects the student in the fourth row, third seat.
- Aces are equal to one, Jacks are 11, Queens 12, and Kings can either be 13 or zero. Teachers remove unwanted cards for some learning activities.
- Print these cards onto card stock (index) paper. To cut, fold a sheet of plain paper into thirds to make a cutting template. Place the template on top of your cards to guide your cuts.













