

Jump Ship and Other Games (Mixing in Math Card Games)

Website: <http://mixinginmath.terc.edu/>

Funded by: [National Science Foundation](#)

These fast-paced [Mixing in Math](#) games combine logic, strategies, arithmetic, and probability. Ideal for ages 4–12. Fun for teens and adults too!

54 durable playing cards, 0–10 in four suits plus wild cards. Nine card games which include competitive, cooperative, and easier/harder versions for 22 ways to play.

Meets Common Core Math Standards (K–2) in Counting and Cardinality, Operations and Algebraic Thinking, and Number and Operations in Base Ten; aligned with NCTM Standards (PreK–elementary). The card design helps children count by 1's and 2's, do arithmetic, and understand even, odd, and 0. Based on work funded in part by the National Science Foundation.

