

Math Facts Basketball

Take out the face cards from a deck. Aces are equal to 1. After shuffling the cards, take turns flipping over two cards. Multiply the cards together and find the product in the list below. Score points, shoot foul shots, or turn it over, as indicated next to the product. To shoot a foul shot, flip over two cards. If the product is even, then you made both of your foul shots. If it is odd, then you made one and missed one. After you shoot the foul shots, it is the other player's turn. Each quarter of the game is two times through the deck. Any turnover or change of possession means it is the other player's turn. If the score is tied at the end of the game, then overtime is one round through the deck.

1	jump shot – 2 points
2	bad pass – turnover
3	three pointer – 3 points
4	defensive rebound – change of possession
5	lay up – 2 points
6	blocked – turnover
7	hook shot – 2 points
8	offensive rebound – shoot again
9	three pointer – 3 points
10	slam dunk – 2 points
12	lay up – 2 points
14	fouled – shoot 2 foul shots
15	three pointer – 3 points
16	jump shot – 2 points
18	defensive rebound – change of possession
20	slam dunk – 2 points
21	three pointer – 3 points
24	lay up – 2 points
25	air ball – turnover
27	three pointer – 3 points
28	hook shot – 2 points
30	stolen – turnover
32	jump shot – 2 points
35	offensive rebound – shoot again
36	slam dunk – 2 points
40	traveling – turnover
42	lay up – 2 points
45	defensive rebound – change of possession
48	lay up – 2 points
49	technical foul – shoot 1 foul shot and keep possession
50	hook shot – 2 points
54	three second violation – change of possession
56	jump shot – 2 points
60	fouled – shoot 2 foul shots
63	lay up – 2 points
64	fouled – shoot 2 foul shots
70	slam dunk – 2 points
72	lay up – 2 points
80	offensive rebound – shoot again
81	jump shot – 2 points
90	hook shot – 2 points
100	offensive rebound – shoot again