Augmented Reality (AR) is the technology of adding virtual objects to real scenes through enabling the addition of missing information in real life. As the lack of resources is a problem that can be solved through AR, this paper presents and explains the usage of AR technology we introduce Augmented Reality Student Card (ARSC) as an application of AR in the field of education. ARSC uses single static markers combined in one card for assigning different objects, while leaving the choice to the computer application for minimizing the tracking process. ARSC is designed to be a useful low cost solution for serving the education field. ARSC can represent any lesson in a 3D format that helps students to visualize different learning objects, interact with theories and deal with the information in a totally new, effective, and interactive way. ARSC can be used in offline, online and game applications with seven markers, four of them are used as a joystick game controller. One of the novelties in this paper is that experimental tests had been made for the ARTag marker set for sorting them according to their efficiency. The results of those tests were used in this research to choose the most efficient markers for ARSC, and can be used for further research. The experimental work in this paper also shows the constraints for marker creation for an AR application. As we need to work in both online and offline application, merging of toolkits and libraries has been made, as presented in this paper. ARSC was examined by a number of students of both genders with average age between 10 and 17 years and it found great acceptance among them.