Deck-o Mathmatics

Organization:

* Cards accessible in a central location (ex. On a desk in the front/middle of the room)
* Cards are upside down & scattered
* 2-3 Players form a group & share one math “scorecard”

Instructions:

* One player at a time goes to the card station & brings one card back to the group
* Card is strategically placed face up on the math “scorecard”
* The next player(s) repeats this action throughout the activity
* Cards may be strategically arranged/rearranged to create the best number combinations to solve math equations/number patterns
* Students have the choice to take one card and make a one-to-one trade if there is a card that does not fit well with their particular scorecard
* This game is continuous in nature
* If a scorecard is completed the teacher will check the scorecard, have the students clear the card, and start over.

\*2 scorecard samples are attached but be sure to check out the webpage for additional scorecards



