

## Game #1: Absolutely War!

### Before getting started:

1. Get into groups of two
2. Have one member of your group come up and get
  - a deck of cards
  - masking tape
  - ruler
  - cup of starbursts
3. On your desk, create a number line using the masking tape about 1 yard long
4. On the masking tape, place a 0 in the middle to represent the origin and mark tick marks one inch apart from the integers -13 to 13

### How to play:

Have one person shuffle the cards and deal half to each player (each student should have 26 cards). Place your half in front of you. Each player turns over the top card in their pile and places a starburst on the number line to represent their card. The object of the game is to have the card with the greatest absolute value. The winner takes both starburst and places them in his/her own pile. If there is a tie, a second card will be turned over and each player will try again. The game continues until you have used all your original deck of cards. The winner is the player with the most starburst at the end.

## Game #2: Absolute Black Jack!

### Before getting started:

1. Get into groups of 4
2. Get ONE deck of cards per group
3. Decide one player who will be the first dealer

### How to play:

The dealer will deal two cards to each player, one face up and one face down. The object of the game is to get as close to zero as possible. Each player will only be

able to look at their card that is face down. If they are close to zero with their first two cards, they can say “Hold” to freeze the cards where they are. If they are not close, they can say “Hit Me” and get another card. Each player can get up to four “Hits” but must use all of their “Hits” in their final answer. After every player has finished being “Hit” they will turn over all their cards and add up their total in the total box. The person with the smallest total wins that round and becomes the next dealer.

Each player needs to keep track of each round because when time is up they will have to add the absolute values of their totals together. The person closest to zero wins the game.

**Rules to remember:**

- Black cards represent positive numbers
- Red cards represent negative numbers
- Aces are equal to 1
- Jacks are equal to 11
- Queens are equal to 12
- Kings are equal to 13

### Game 3: Cups and Counters!

**Before getting started:**

1. Break into groups of 3
2. Assign each member one job, either the runner (runs and gets the problem), the solver (solves the problem using manipulatives) or the checker (checks to make sure the problem was solved correctly)

**How to play:**

The runner will go up to the teacher and get a cup and a little box both containing counters. The cup represents the unknown variable, or  $x$ , that the students are going to have to solve for. The counters in the cup represent the number being added or subtracted to the  $x$ . In the little box will be another set of counters. These counters represent what the cup and counters are equal to.

**Example:**

If a student grabs a cup with 4 counters and a little box with 8 counters, that represents the equation as  $x + 4 = 8$

**Goal:**

Solve for x! Or in this case, get the cups empty! Remember, you can only get the cups empty by using inverse properties of addition and subtraction. **REMEMBER: WHAT YOU DO TO ONE SIDE YOU HAVE TO DO TO THE OTHER!** After the solver has solved the problem using the manipulatives, the checker will check his/her work using pencil and paper. When they are correct, the checker now becomes the runner and the roles rotate. The group with the most correctly solved problems at the end of the class period will be the winners.