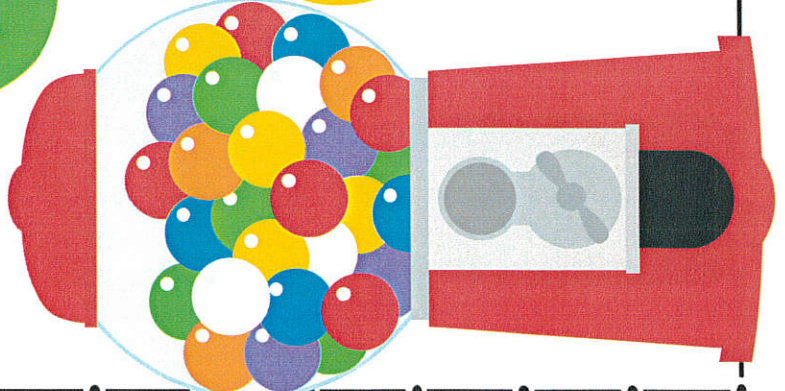
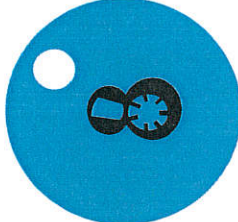
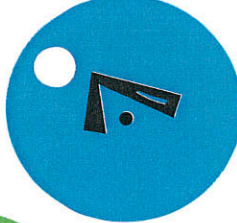
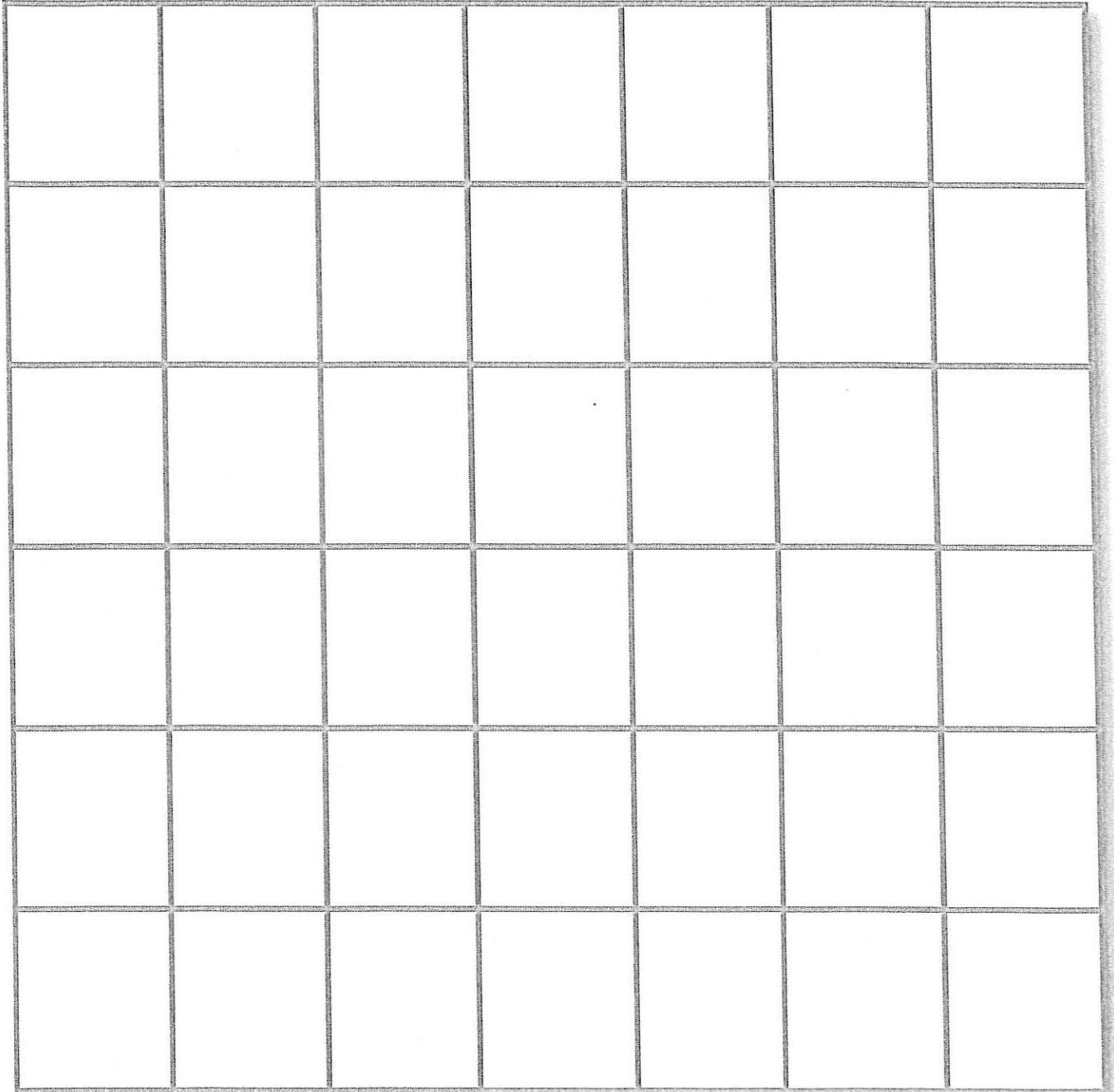


Bubblegum Bump



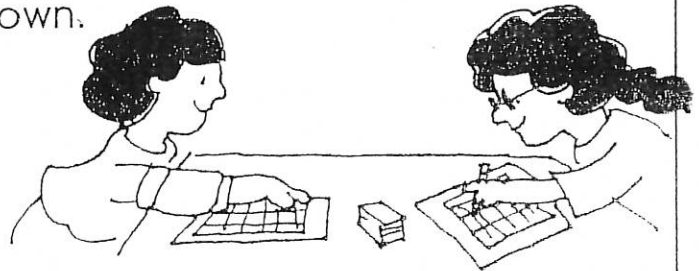
4 in a row



High Card

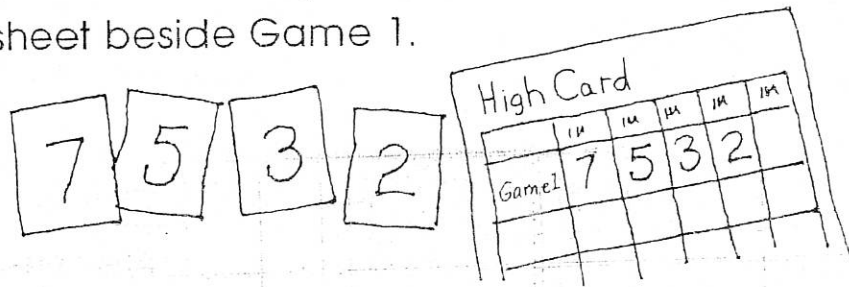
1

Play with a partner. The object is to make the largest number. Empty a bag of number cards. Shuffle the cards and place them facedown.



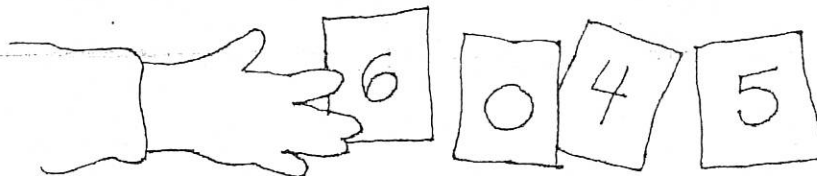
2

Pick 4 cards. Arrange them in any order you want to make a 4-digit number. Write your number on your High Card sheet beside Game 1.



3

Now it is your partner's turn to do step 2.



4

Compare your numbers. Whoever has the larger number checks the winner's box. Play High Card 7 more times.



Challenge

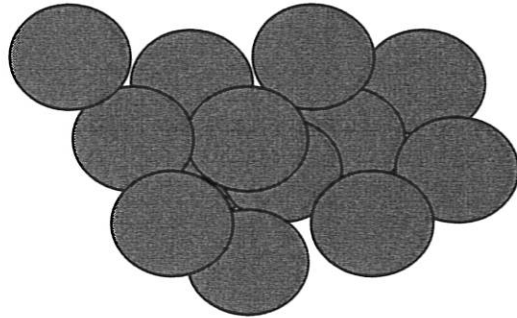
Explain your strategies for making the largest number. How will it change if the object is to make the smallest number? Write your answers on the back of your sheet.

Name _____

High Card

	Thousands 1000s	Hundreds 100s	Tens 10s	Ones 1s	Winner
Game 1	_____	_____	_____	_____	
Game 2	_____	_____	_____	_____	
Game 3	_____	_____	_____	_____	
Game 4	_____	_____	_____	_____	
Game 5	_____	_____	_____	_____	
Game 6	_____	_____	_____	_____	
Game 7	_____	_____	_____	_____	
Game 8	_____	_____	_____	_____	

POISON



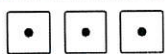
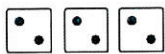
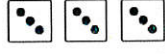
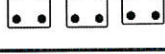
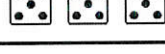
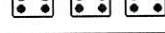


To play "Poison:"

1. Students divide into pairs along with 13 chips or unifix cubes (You can use more or less if you like, as long as you use an odd number).
2. Students alternate play by taking 1, 2, or 3 chips/cubes during each turn.
3. Tell students to be careful while playing this game and to be strategic because the person to take the last chip/cube is "Poisoned!"
4. Have students play again and again! During their 4th-5th time of playing, students will begin noticing how they can strategize their next play and predict their partners' next move!

Extension: Have students do a journal prompt of the how they strategized on how to win or to come up with different ways they could play the game to come out as the winner.



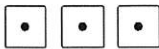

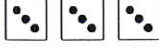
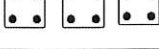
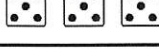
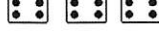
FARKLE!

 = 100 points	 = 50 points		
	300 pts.	4 of a kind	1000 pts.
	200 pts.	5 of a kind	2000 pts.
	300 pts.	6 of a kind	3000 pts.
	400 pts.	1-6 Straight	1500 pts.
	500 pts.	4 of a kind + pair	1500 pts.
	600 pts.	2 triplets	2500 pts.

Rules to Remember:

1. To begin, all players roll one Die. The player with the highest roll begins the game, with play continuing to the left.
2. You must score at least 500 points before you can "save" your points and begin recording a score.
3. You must remove at least one Die after each roll.
4. If you cannot set aside any Dice, that's a FARKLE! You lose your points for that turn only.
5. If you use all 6 Dice to create points, you can take an additional turn, but be careful - you might FARKLE!
6. You begin the final round once someone has reached 10,000 or more points. Then each player gets one turn to try and beat their score.

FARKLE!

 = 100 points	 = 50 points		
	300 pts.	4 of a kind	1000 pts.
	200 pts.	5 of a kind	2000 pts.
	300 pts.	6 of a kind	3000 pts.
	400 pts.	1-6 Straight	1500 pts.
	500 pts.	4 of a kind + pair	1500 pts.
	600 pts.	2 triplets	2500 pts.

	Player 1	Player 2	Player 3	Player 4

Minimum first score: 500 points

Begin final round at 10,000 points

101 and out

Skill Covered: mental math strategies.

Grade Range: 2- 5

Supplies: Sheet of paper, writing utensil, and a dice

Mode and duration: Whole Group or pairs, 10-20 minutes

To Play:

The object of the game is to try to get as close to 101 without going over. Taking turns, students roll a dice. Students can either take the number they roll as a ten or a one. Students add their numbers until one person either hits or goes over 101.