Win the most cards by building number equations.

What you need
Number cards 1 to 10 with 4 of each number in the deck
   (a deck of playing cards can be used by removing the Jack,
   Queen, and King of each suit and using the Aces to represent 1)
Paper and pencil
Two cards with an equal sign on it and the flip side should have the words
   “is the same amount as” on it (use an index card or a sheet of paper).
Thirty-two “Operations Cards,” eight for each operation (+, -, x, ÷)
Counting pieces

What to do
1. Each player (2 players or two teams) is given 4 of each operation card and
   an equals card. Explain that the equals sign means that the quantity, on
   either side of the equal sign, has to be the same.
2. Deal each player/team ten cards.
3. From those ten cards each player makes one equation using addition, sub-
   traction, multiplication, division or any combination to make an equation.
4. Be as creative as you want as long as you can prove your equation is a true
   equation. You do not need to use all ten cards.
5. After each turn, the player keeps the cards he was able to use in the
   equation and returns the unused cards to the deck.
6. Continue playing until all the cards are used or a true equation cannot
   be made.
7. The player/team with the most cards wins.

What to ask
• How do you know the equation works?
• Can you tell if both sides are equal without actually adding them up?
• What is the longest equation you can make?

Did you know?
Often adults assume children understand what the equals sign means. In
schools, the equals sign is your child’s first experience with equality and is
often introduced without much fanfare. Unfortunately, many children make
assumptions about the equal sign that hinder their understanding later. The
more practice a child has using an equals sign will provide a solid knowledge
base to be used later.
**What's next?**
- As you play the game write all your equations down.
- After you finish the game look for patterns (differences and similarities) in your equalities.
- Use a minimum number of cards in the equations
- Deal fewer cards per round (like 6)

**To learn more**

*More “M&M’s”® Brand Chocolate Candies Math*

*by Barbara Mcgrath*

Rhyming text and illustrations use candy to teach mathematical skills and concepts such as estimation, graph interpretation, division, multiplication, factoring, and problem solving.

*Dinosaur Deals*

*by Stuart J. Murphy*

Let’s Make a Deal! Mike and his little brother, Andy, are headed for the Dinosaur Card Trading Fair. They’re ready to wheel and deal. It’s, 4 Stegosaurus for 1 Triceratops, and 2 Triceratops for 1 Allosaurus. But can they get what they really want: the tremendous, gigantic, ferocious, Tyrannosaurus rex? The math concept of equivalency—understanding when values are equal—is introduced in this fast-paced story as two brothers try to beat the clock and make the ultimate trade.


Drag the correct numbers to complete given equations.

**How it helps with school**

*Texas Essential Knowledge and Skills (TEKS) Standards*

Number, Operations, and Quantitative Reasoning: 3.3, 3.4; 4.3, 4.4A-C,E; 5.3A-C

Patterns, Relationships, and Algebraic Thinking: 3.6B-C; 4.6A-B

Underlying Processes and Mathematical Tools: 3.16B, 3.17B; 4.15B, 4.16B; 5.15B, 5.16B

*National Council of Teachers of Mathematics (NCTM) Standards*

Number and Operations, Algebra, Reasoning and Proof

*Activity inspired by Number Jugglers: Math Game Book by Ruth Alexander (1998).*