## In-Class Game

The Match Game

## - Get Ready!

Separate the class into groups of four.

- The Match Game master, p. 18
- The Match Game Cards master, p. 19
- scissors


## Get Set!

Make a copy of The Match Game master on page 18 for each student in the class. Photocopy The Match Game Cards master on page 19 onto card stock. Give each student one copy and have them cut out the 25 cards.

## Go!

- A player shuffles the 100 cards, deals three cards to each player, and places the remaining cards facedown in the middle of the table. The goal is to fit the cards in your hand together so that all of the sides that touch are equal.
- In turn, each player takes a card from the pile and tries to match it with one of his or her cards. Whether the player is successful or not, play moves to the next player. Your arrangement may change as you get more cards or you may be able to make more than one group. Play continues until all of the cards are used.
- For each group of cards, the player squares the number of cards in the group and then adds the squares for a total score. For example, if a player has a group of 3 cards and a group of 4 cards, the hand would be scored as follows.

$$
3^{2}=9 \text { and } 4^{2}=16, \text { so the score is } 9+16=25
$$

The player with the highest score wins.
$\qquad$
$\qquad$

## In-Class Game

## The Match Game

## Work in groups of four.

- A player shuffles the 100 cards, deals three cards to each player, and places the remaining cards facedown in the middle of the table. The goal is to fit the cards in your hand together so that all of the sides that touch are equal.
- In turn, each player takes a card from the pile and tries to match it with one of his or her cards. Whether the player is successful or not, play moves to the next player. Your arrangement may change as you get more cards or you may be able to make more than one group. Play continues until all of the cards are used.
- For each group of cards, square the number of cards in the group and then add the squares for a total score. For example, if you have a group of 3 cards and a group of 4 cards, the hand would be scored as follows.

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3^{2}=9 \text { and } 4^{2}=16 \text {, so the score is } 9+16=25 \text {. }
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The player with the highest score wins.


## In-Class Game

The Match Game Cards


