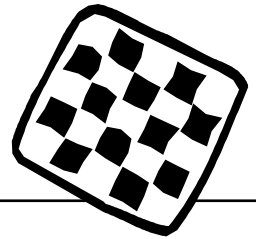


All Things Being Equal



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, subtraction, 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?



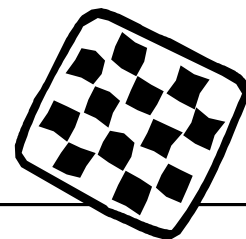
Did you know?

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.



**The Children's
Museum
of Houston**





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.

http://games.funschool.com/game.php?g=bt2_ds1&t=j&w=620&h=360

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).