



Card Sharks

MATERIALS: A large deck of cards

Five cards from the shuffled deck are placed face down in front of the audience (propped on the chalkboard).

Students should be divided into two teams.

Both teams are given a problem. The first student to raise his/her hand gets to answer the question. If the question is answered correctly, they may “play” the cards. If incorrect, the other team may try to answer for control, or they may pass. (At this point, the problem should be done on the board.)

To “play” the cards, the first one is turned over. The team has the opportunity to keep this card or change it. Once that decision is made, the team decides whether the next card is higher or lower. The team continues until all five cards have been turned over correctly, a mistake has been made, or the team decides to FREEZE.

If all cards are turned over correctly the team turning the cards over wins.

If a mistake is made, another question is given for control of the cards.

The team decides to FREEZE if they are not sure or are uncomfortable making a guess on the next card. Another problem is given, and when a team gets control they may choose to change the card.

