

**A BUNCH OF CARD GAMES AROUND
NUMBERS, ALGEBRAIC EXPRESSIONS,
PROBABILITIES AND GEOMETRY**

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Groupe Maths en Anglais

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Ont collaboré à l'élaboration de cette séquence :

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- ✿ Christine DEMEUSOIS, Lycée Jeanne d'Arc, CLERMONT-FERRAND.**

Préambule

Cette pochette propose une série d'activités, déclinées sous forme de jeux de cartes, que nous avons nommés « snake », « matching game », « memory », « mistigri » et « word panelling ».

Ces activités clé en main, indépendantes les unes des autres, couvrent les thèmes suivants : nombres et calculs, expressions algébriques, probabilités et géométrie.

Elles ont pour objectif principal de permettre aux élèves de s'approprier de façon ludique le vocabulaire lié à ces différents champs.

Elles peuvent être utilisées de la troisième à la terminale.

Elles ont toutes été testées en classe et améliorées après essai.

Chaque jeu est précédé de sa règle, écrite en anglais.

Les cartes figurent sous forme de planches cartonnées, destinées à être découpées (éventuellement préalablement plastifiées).

Le code couleur suggéré permet de les regrouper plus facilement après utilisation en classe.

Nous remercions chaleureusement Fabienne Delpech et Marc Megrelis, professeurs d'anglais au collège de Vic le Comte, pour leur travail de relecture.

Contents

Numbers and calculations

- "Snake"

Rules: 1 page - 33 double cards: 2 pages

- "Matching Game", "Memory", "Mistigri"

Rules: 2 pages - 32 pairs of cards: 2 pages

Algebraic expressions and calculations

- "Snake"

Rules: 1 page - 33 double cards: 2 pages

- "Matching Game", "Memory", "Mistigri"

Rules: 2 pages - 32 pairs of cards: 2 pages

Probabilities

- "Word panelling"

Rules: 1 page - 16 cards: 2 pages

- "Matching Game", "Memory", "Mistigri"

Rules: 2 pages - 15 pairs of cards: 3 pages

Geometry Unit 1

- "Snake"

Rules: 1 page - 33 double cards: 2 pages

- "Matching Game", "Memory", "Mistigri"

Rules: 2 pages - 32 pairs of cards: 2 pages

Geometry Unit 2

- "Snake"

Rules: 1 page - 33 double cards: 2 pages

- "Matching Game", "Memory", "Mistigri"

Rules: 2 pages - 32 pairs of cards: 2 pages

Numbers and calculations

"Snake Game"

Contents: 33 double cards as illustrated below:

$- 3 + \sqrt{5}$	Three hundredths
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The rules for playing "Snake":

- A game for 2 to 4 players.
- Deal the cards.
- **Keep your own cards secret.**
- The player with the "Start card" starts the game by **reading out** what is on the first card, and then lays it face up on the table.
- The player with the matching expression lays his/her card face up next to the first one, and **reads aloud** the second part of the card to everyone.
- And so on and so forth until the "End card"...

Numbers and calculations - "Snake Game"

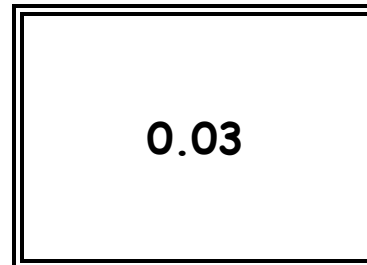
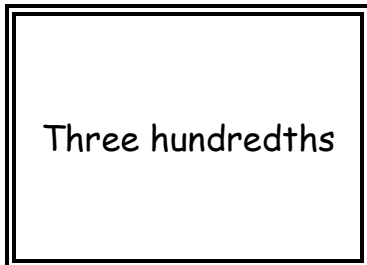
<u>START</u>	Fourteen thousand and seventy-four	14,074	Five halves
$\frac{5}{2}$	If you cancel out three in the fraction twenty-one over thirty-nine, you get...	$\frac{7}{13}$	Three tenths
$\frac{3}{10}$	Ten to the power of negative three	10^{-3}	Square root of nineteen
$\sqrt{19}$	Thirty-four thousand and twelve	34,012	Five and a half
$5\frac{1}{2}$	Three hundred	300	Negative three times square root of five
$-3\sqrt{5}$	Four hundred and thirteen over three hundred and thirty	$\frac{413}{330}$	Three hundred thousand point one four
300,000.14	Three over the cube of ten	$\frac{3}{10^3}$	The numerator of the fraction is nine
$\frac{9}{11}$	Negative three plus square root of five	$-3 + \sqrt{5}$	Three hundredths

0.03	Three million one hundred thousand point three one	3,100,000.31	Three quarters
$\frac{3}{4}$	Negative ten to the power of three	-10^3	The fraction eighteen fifteenths simplified in its lowest terms
$\frac{6}{5}$	Three minus square root of five	$3 - \sqrt{5}$	Thirty-four and twelve thousandths
34.012	One eighth	$\frac{1}{8}$	Four hundred and thirty over three hundred and thirteen
$\frac{430}{313}$	Three hundred thousand and fourteen	300,014	One third of square root of five
$\frac{\sqrt{5}}{3}$	Three thousand one hundred cubed	$3,100^3$	Nineteen squared
192	Fourteen and seventy-four thousandths	14.074	Nought point oh three one
0.031	The denominator of the fraction is nine	$\frac{11}{9}$	The square of ninety
90²	END	<p style="text-align: center;"><i>IREM Clermont-Ferrand</i> - "Math in English" - Mai 2016</p>	

Numbers and calculations

"Card Games"

Contents: 64 cards (32 pairs) printed in two different colours: each "Expression card" matches a "Number card", as illustrated below:



The cards can be used to play three different games

The rules for playing the "Matching Game"

- A game for 4 players: A, B, C and D.
- Deal the "Expression cards" (blue) to two of the players (A and B), and the "Number cards" (yellow) to the two remaining players (C and D).
- **Keep your own cards secret.**
- A starts the game by **reading** one of his "Expression cards" **out** to the others.
- C or D has to find out the matching "Number card" and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth...

The rules for playing "Memory"

- A game for 2 to 4 players.
- Shuffle the cards and lay them down in rows, face down.
- One of the players turns over any two cards (of different colours).
- If the two cards match, he/she keeps them for himself/herself. If they don't, he/she turns them over face down.
- Remember what and where each card was, while the other players play in turn.
- The game is over when all the cards have been matched.
- The player with the most matching cards wins.

The rules for playing "Mistigri"

Before starting the game, one card must be drawn from the deck, so that there are 63 cards left (31 pairs and the single card called the "Mistigri card").

- A game for 3 to 4 players.
- Deal the cards.
- Each player makes up pairs from his/her own hand, and lays them face up on the table.
- The first player takes a random card from the hand of the player next to him/her.
- If he/she can create a pair, he/she lays it face up on the table. Otherwise he/she has to keep it.
- The next player does the same, and so on.
- All the cards can be matched except the "Mistigri card" (whose matching card was removed from the deck).
- The loser is the player with the "Mistigri" in his/her hand when all the cards have been matched.

Numbers and calculations - "Card Game"

"Expression cards": to be printed on a blue sheet of paper

Fourteen thousand and seventy-four	Five halves	If you cancel out three in the fraction twenty-one over thirty-nine, you get...	Three tenths
Ten to the power of negative three	Square root of nineteen	Thirty-four thousand and twelve	Five and a half
Three hundred	Negative three times square root of five	Four hundred and thirteen over three hundred and thirty	Three hundred thousand point one four
Three over the cube of ten	The numerator of the fraction is nine	Negative three plus square root of five	Three hundredths
Three million one hundred thousand point three one	Three quarters	Negative ten to the power of three	The fraction eighteen fifteenths simplified in its lowest terms
Three minus square root of five	Thirty-four and twelve thousandths	One eighth	Four hundred and thirty over three hundred and thirteen
Three hundred thousand and fourteen	One third of square root of five	Three thousand one hundred cubed	Nineteen squared
Fourteen and seventy-four thousandths	Nought point oh three one	The denominator of the fraction is nine	The square of ninety

Numbers and calculations - "Card Game"

"Number cards": to be printed on a yellow sheet of paper

14,074	$\frac{5}{2}$	$\frac{7}{13}$	$\frac{3}{10}$
10^{-3}	$\sqrt{19}$	34,012	$5\frac{1}{2}$
300	$-3\sqrt{5}$	$\frac{413}{330}$	300,000.14
$\frac{3}{10^3}$	$\frac{9}{11}$	$-3 + \sqrt{5}$	0.03
3,100,000.31	$\frac{3}{4}$	-10^3	$\frac{6}{5}$
$3 - \sqrt{5}$	34.012	$\frac{1}{8}$	$\frac{430}{313}$
300,014	$\frac{\sqrt{5}}{3}$	$3,100^3$	19^2
14.074	0.031	$\frac{11}{9}$	90^2

Algebraic expressions and calculations

"Snake Game"

Contents: 33 double cards as illustrated below:

$\frac{1}{2} - \frac{x^2}{4}$	<p>x to the power of four minus one</p>
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The rules for playing "Snake":

- A game for 2 to 4 players.
- Deal the cards.
- **Keep your own cards secret.**
- The player with the "Start card" starts the game by **reading out** what is on the first card, and then lays it face up on the table.
- The player with the matching expression lays his/her card face up next to the first one, and **reads aloud** the second part of the card to everyone.
- And so on and so forth until the "End card"...

Algebraic expressions and calculations - "Snake Game"

START	Two cubed plus x	$2^3 + x$	Five times square root of x
$5\sqrt{x}$	They are opposite numbers	2 and -2	If you multiply six by one third, you get...
the opposite of -2	The sum of x over five and x	$\frac{x}{5} + x$	If you expand two x , times x plus three in brackets, you get...
$2x^2 + 6x$	The product of the factors two and negative two	$2 \times (-2)$	Solve the inequation: "Two x minus three is greater than or equal to negative x "
$2x - 3 \geq -x$ $3x \geq 3$ $x \geq 1$	Three multiplied by eleven is equal to thirty-three	$3 \times 11 = 33$	If you add one third to six, you get...
$6\frac{1}{3}$	Collect like terms and simplify: "Six x plus three y minus two x minus seven y "	$4x - 4y$	Five x to the fourth power plus five fourths
$5x^4 + \frac{5}{4}$	The difference between the terms two and negative two	$2 - (-2)$	Write without brackets: "Negative four, times five minus x in brackets"
$-20 + 4x$	One half minus one fourth of x squared	$\frac{1}{2} - \frac{x^2}{4}$	x to the power of four minus one

$x^4 - 1$	Factorise: "Four x minus four y "	$4(x - y)$	They are reciprocal numbers
2 and $\frac{1}{2}$	The cube of the sum of two and x	$(2 + x)^3$	Ninety-nine divided by three equals thirty-three
$99 \div 3 = 33$	If you divide six by one third, you get...	the reciprocal of $\frac{1}{18}$	Square root of five plus one is less than four
$\sqrt{5} + 1 < 4$	Five times x squared	$5x^2$	The sum of the terms two and negative two
$2 + (-2)$	x minus one, to the power of four	$(x - 1)^4$	Four x to the fifth power plus four fifths
$4x^5 + \frac{4}{5}$	If you subtract one third from seven, you get...	$6\frac{2}{3}$	Multiply out the brackets: "Two x , times negative x plus three in brackets"
$-2x^2 + 6x$	One fourth minus one half of x squared	$\frac{1}{4} - \frac{x^2}{2}$	The quotient of two by negative two
$\frac{2}{-2}$	Solve the equation: "Two x minus three is equal to negative x "	$2x - 3 = -x$ $3x = 3$ $x = 1$	x over the sum of five and x
$\frac{x}{x + 5}$	END	IREM Clermont-Ferrand - "Math in English" - Mai 2016	

Algebraic expressions and calculations

"Card Games"

Contents: 64 cards (32 pairs) printed in two different colours: each "Expression card" matches a "Calculation card", as illustrated below:

x to the power
of four
minus one

$x^4 - 1$

The cards can be used to play three different games

The rules for playing the "Matching Game"

- A game for 4 players: A, B, C and D.
- Deal the "Expression cards" (green) to two of the players (A and B), and the "Calculation cards" (pink) to the two remaining players (C and D).
- **Keep your own cards secret.**
- A starts the game by **reading** one of his "Expression cards" **out** to the others.
- C or D has to find out the matching "Calculation card" and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth...

The rules for playing "Memory"

- A game for 2 to 4 players.
- Shuffle the cards and lay them down in rows, face down.
- One of the players turns over any two cards (of different colours).
- If the two cards match, he/she keeps them for himself/herself. If they don't, he/she turns them over face down.
- Remember what and where each card was, while the other players play in turn.
- The game is over when all the cards have been matched.
- The player with the most matching cards wins.

The rules for playing "Mistigri"

Before starting the game, one card must be drawn from the deck, so that there are 63 cards left (31 pairs and the single card called the "Mistigri card").

- A game for 3 to 4 players.
- Deal the cards.
- Each player makes up pairs from his/her own hand, and lays them face up on the table.
- The first player takes a random card from the hand of the player next to him/her.
- If he/she can create a pair, he/she lays it face up on the table. Otherwise he/she has to keep it.
- The next player does the same, and so on.
- All the cards can be matched except the "Mistigri card" (whose matching card was removed from the deck).
- The loser is the player with the "Mistigri" in his/her hand when all the cards have been matched.

Algebraic expressions and calculations - "Card Game"

"Expression cards": to be printed on a green sheet of paper

Two cubed plus x	Five times square root of x	They are opposite numbers	If you multiply six by one third, you get...
The sum of x over five and x	If you expand two x times x plus three in brackets, you get...	The product of the factors two and negative two	Solve the inequation: "Two x minus three is greater than or equal to negative x "
Three multiplied by eleven is equal to thirty-three	If you add one third to six, you get...	Collect like terms and simplify: six x plus three y minus two x minus seven y	Five x to the fourth power plus five fourths
The difference between the terms two and negative two	Write without brackets: "Negative four times five minus x in brackets"	One half minus one fourth of x squared	x to the power of four minus one
Factorise: "Four x minus four y "	They are reciprocal numbers	The cube of the sum of two and x	Ninety-nine divided by three equals thirty-three
If you divide six by one third, you get...	Square root of five plus one is less than four	Five times x squared	The sum of the terms two and negative two
x minus one, to the power of four	Four x to the fifth power plus four fifths	If you subtract one third from seven, you get...	Multiply out the brackets: "Two x times negative x plus three in brackets"
One fourth minus one half of x squared	The quotient of two by negative two	Solve the equation: "Two x minus three is equal to negative x "	x over the sum of five and x

Algebraic expressions and calculations - "Card Game"

"Calculation cards": to be printed on a pink sheet of paper

$2^3 + x$	$5\sqrt{x}$	2 and - 2	the opposite of - 2
$\frac{x}{5} + x$	$2x^2 + 6x$	$2 \times (- 2)$	$2x - 3 \geq - x$ $3x \geq 3$ $x \geq 1$
$3 \times 11 = 33$	$6 \frac{1}{3}$	$4x - 4y$	$5x^4 + \frac{5}{4}$
$2 - (- 2)$	$- 20 + 4x$	$\frac{1}{2} - \frac{x^2}{4}$	$x^4 - 1$
$4(x - y)$	2 and $\frac{1}{2}$	$(2 + x)^3$	$99 \div 3 = 33$
the reciprocal of $\frac{1}{18}$	$\sqrt{5} + 1 < 4$	$5x^2$	$2 + (- 2)$
$(x - 1)^4$	$4x^5 + \frac{4}{5}$	$6 \frac{2}{3}$	$- 2x^2 + 6x$
$\frac{1}{4} - \frac{x^2}{2}$	$\frac{2}{- 2}$	$2x - 3 = - x$ $3x = 3$ $x = 1$	$\frac{x}{x + 5}$

Probabilities

"Word panelling Game"

(according to an original idea by Odile Jenvrin, IREM de Caen)

Contents: 16 cards with pictures and expressions on them, as illustrated below:



The rules for playing "Word panelling"

- A game for a team of 2 to 4 players.
- Lay the cards face down on the table, in four rows.
- One of the players chooses one card and turns it over.
- All the members of the team have to remember its location and what is printed on it.
- The player turns it over face down.
- And so on for all the cards.
- Once all the members of the team think they have memorized the location of and the text on each card, they can ask the teacher to check.

Probabilities - "Word panelling Game"



If you toss a fair coin then the two outcomes are equally likely.



Shuffle the cards.



A pair of dice.



Deal the cards.



Heads and tails.



A standard deck of playing cards.



The Queen of spades.

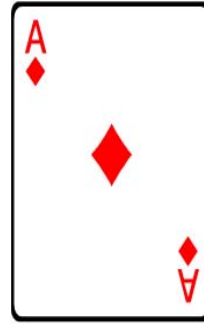


The Jack of clubs.

Probabilities - "Word panelling Game"



The King of hearts.



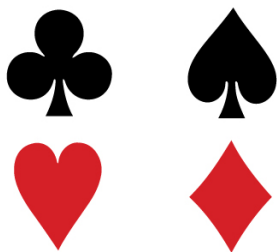
The ace of diamonds.



If you roll a fair die then the probability of getting an odd number is 0.5.



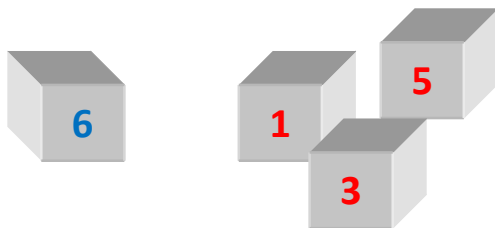
Draw a card from a deck.



The four cards suits are clubs, spades, hearts and diamonds.



The picture cards are King, Queen and Jack.



If you roll a fair die, the events "getting a six" and "getting an odd number" are mutually exclusive.



Probabilities

"Card Games"

Contents: 30 cards (15 pairs): each "Picture card" matches an "Expression card", as illustrated below:



A pair of dice.

The cards can be used to play three different games

The rules for playing the "Matching Game"

- A game for 4 players: A, B, C and D.
- Deal the "Expression cards" to two of the players (A and B), and the "Picture cards" to the two remaining players (C and D).
- **Keep your own cards secret.**
- A starts the game by **reading** one of his "Expression cards" **out** to the others.
- C or D has to find out the matching "Picture card" and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth...

The rules for playing "Memory"

- A game for 2 to 4 players.
- Shuffle the cards and lay them down in rows, face down.
- One of the players turns over any two cards.
- If the two cards match, he/she keeps them for himself/herself. If they don't, he/she turns them over face down.
- Remember what and where each card was, while the other players play in turn.
- The game is over when all the cards have been matched.
- The player with the most matching cards wins.

The rules for playing "Mistigri"

Before starting the game, one card must be drawn from the deck, so that there are 29 cards left (14 pairs and the single card called the "Mistigri card").

- A game for 3 to 4 players.
- Deal the cards.
- Each player makes up pairs from his/her own hand, and lays them face up on the table.
- The first player takes a random card from the hand of the player next to him/her.
- If he/she can create a pair, he/she lays it face up on the table. Otherwise he/she has to keep it.
- The next player does the same, and so on.
- All the cards can be matched except the "Mistigri card" (whose matching card was removed from the deck).
- The loser is the player with the "Mistigri" in his/her hand when all the cards have been matched.

Probabilities - "Card Game"

	<p>Toss a coin.</p>
	<p>Shuffle the cards.</p>
	<p>A pair of dice.</p>
	<p>Deal the cards.</p>
	<p>Heads and tails.</p>

Probabilities - "Card Game"



A standard deck
of playing cards.



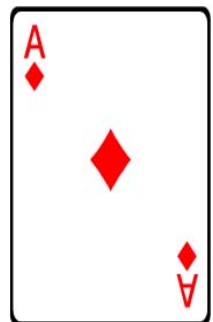
The Queen of spades.



The Jack of clubs.


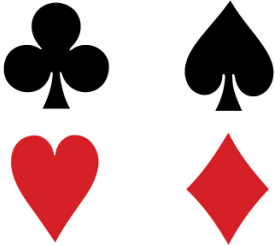

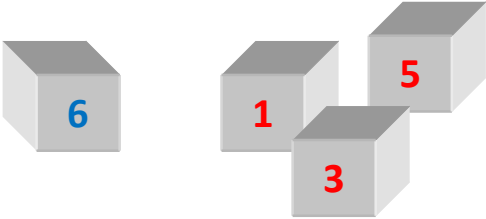


The King of hearts.



The ace of diamonds.

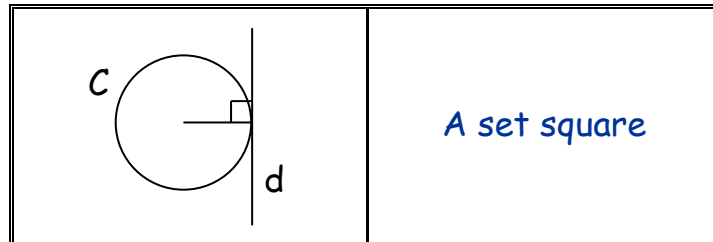
Probabilities - "Card Game"

	<p>Roll a die.</p>
	<p>Draw a card from a deck.</p>
	<p>The four cards suits are clubs, spades, hearts and diamonds.</p>
	<p>The picture cards are King, Queen and Jack.</p>
	<p>If you roll a fair die, the events "getting a six" and "getting an odd number" are mutually exclusive.</p>

Geometry - Unit 1

"Snake Game"

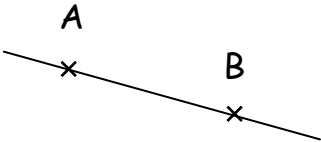
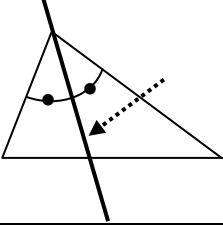
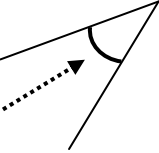

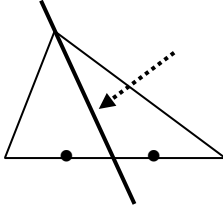
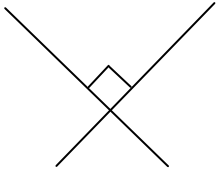
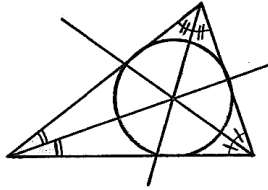
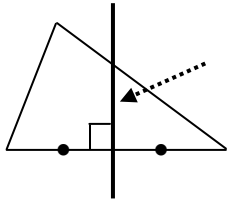
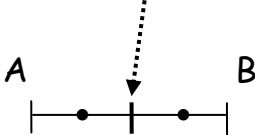
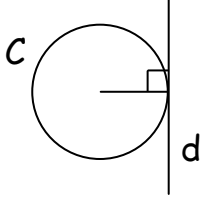
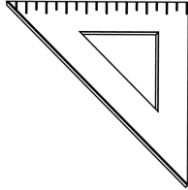
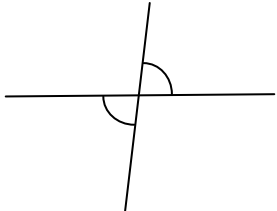
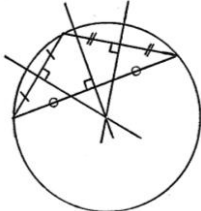
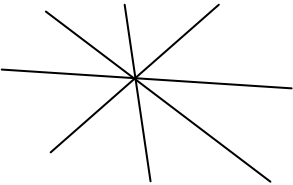
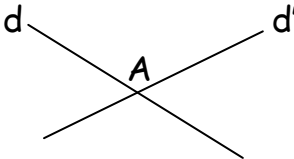
Contents: 33 double cards as illustrated below:

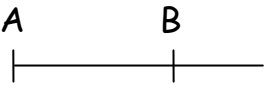
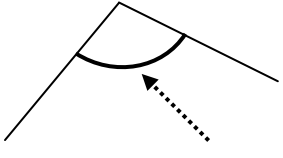
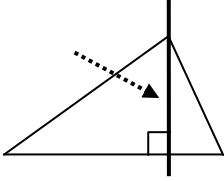
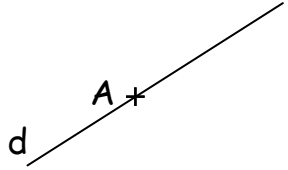
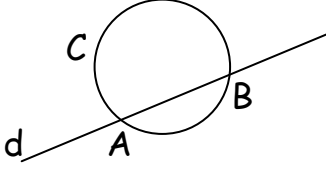
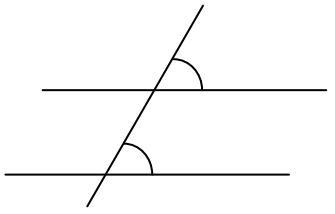
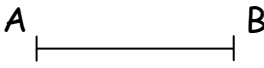
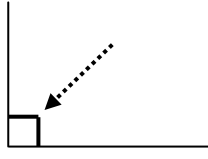

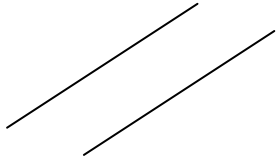
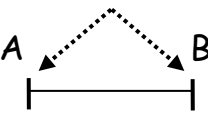
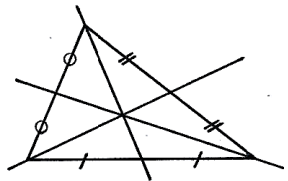
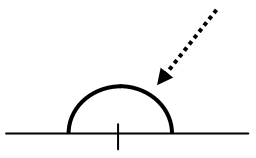
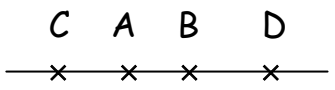
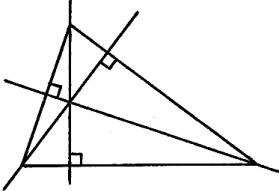
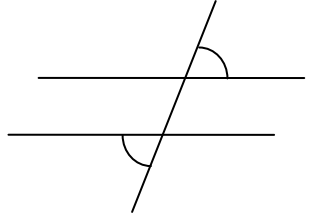
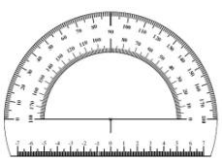


The rules for playing "Snake":

- A game for 2 to 4 players.
- Deal the cards.
- **Keep your own cards secret.**
- The player with the "Start card" starts the game by **reading out** what is on the first card, and then lays it face up on the table.
- The player with the matching picture lays his/her card face up next to the first one, and **reads aloud** the second part of the card to everyone.
- And so on and so forth until the "End card"...

Geometry - Unit 1 - "Snake Game"

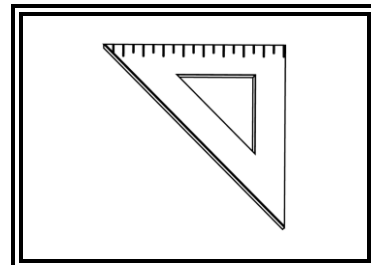
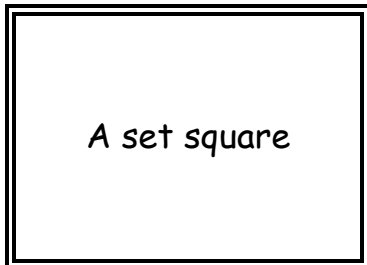
<p>START</p>	<p>Straight line AB</p>		<p>An angle bisector</p>
	<p>An acute angle</p>		<p>A ruler</p>
	<p>A median</p>		<p>Perpendicular lines</p>
	<p>The inscribed circle / The incircle</p>		<p>A perpendicular bisector</p>
	<p>The midpoint of (line) segment AB</p>		<p>Line d is tangent to circle C</p>
	<p>A set square</p>		<p>(Vertically) opposite angles</p>
	<p>The circumscribed circle / The circumcircle</p>		<p>Concurrent lines</p>
	<p>Lines d and d' intersect at point A</p>		<p>Half-line AB / Half-ray AB</p>

	<p>An obtuse angle</p>		<p>An altitude / A perpendicular height</p>
	<p>Straight line d passes through point A</p>		<p>Line d intersects circle C at points A and B</p>
	<p>Corresponding angles</p>		<p>(Line) segment AB</p>
	<p>A right angle</p>		<p>(A pair of) compasses</p>
	<p>Parallel lines</p>		<p>The endpoints of (line) segment AB</p>
	<p>The three medians cross at... the centre of gravity / the centroid</p>		<p>A straight angle</p>
	<p>Coincident lines AB and CD</p>		<p>The three altitudes meet at... the orthocentre</p>
	<p>Alternate angles</p>		<p>A protractor</p>
	<p>END</p>	<p>IREM Clermont-Ferrand - "Math in English" - Mai 2016</p>	

Geometry - Unit 1

"Card Games"

Contents: 64 cards (32 pairs) printed in two different colours: each "Vocabulary card" matches a "Picture card", as illustrated below:



The cards can be used to play three different games

The rules for playing the "Matching Game"

- A game for 4 players: A, B, C and D.
- Deal the "Vocabulary cards" (blue) to two of the players (A and B), and the "Picture cards" (yellow) to the two remaining players (C and D).
- **Keep your own cards secret.**
- A starts the game by **reading** one of his "Vocabulary cards" **out** to the others.
- C or D has to find out the matching "Picture card" and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth...

The rules for playing "Memory"

- A game for 2 to 4 players.
- Shuffle the cards and lay them down in rows, face down.
- One of the players turns over any two cards (of different colours).
- If the two cards match, he/she keeps them for himself/herself. If they don't, he/she turns them over face down.
- Remember what and where each card was, while the other players play in turn.
- The game is over when all the cards have been matched.
- The player with the most matching cards wins.

The rules for playing "Mistigri"

Before starting the game, one card must be drawn from the deck, so that there are 63 cards left (31 pairs and the single card called the "Mistigri card").

- A game for 3 to 4 players.
- Deal the cards.
- Each player makes up pairs from his/her own hand, and lays them face up on the table.
- The first player takes a random card from the hand of the player next to him/her.
- If he/she can create a pair, he/she lays it face up on the table. Otherwise he/she has to keep it.
- The next player does the same, and so on.
- All the cards can be matched except the "Mistigri card" (whose matching card was removed from the deck).
- The loser is the player with the "Mistigri" in his/her hand when all the cards have been matched.

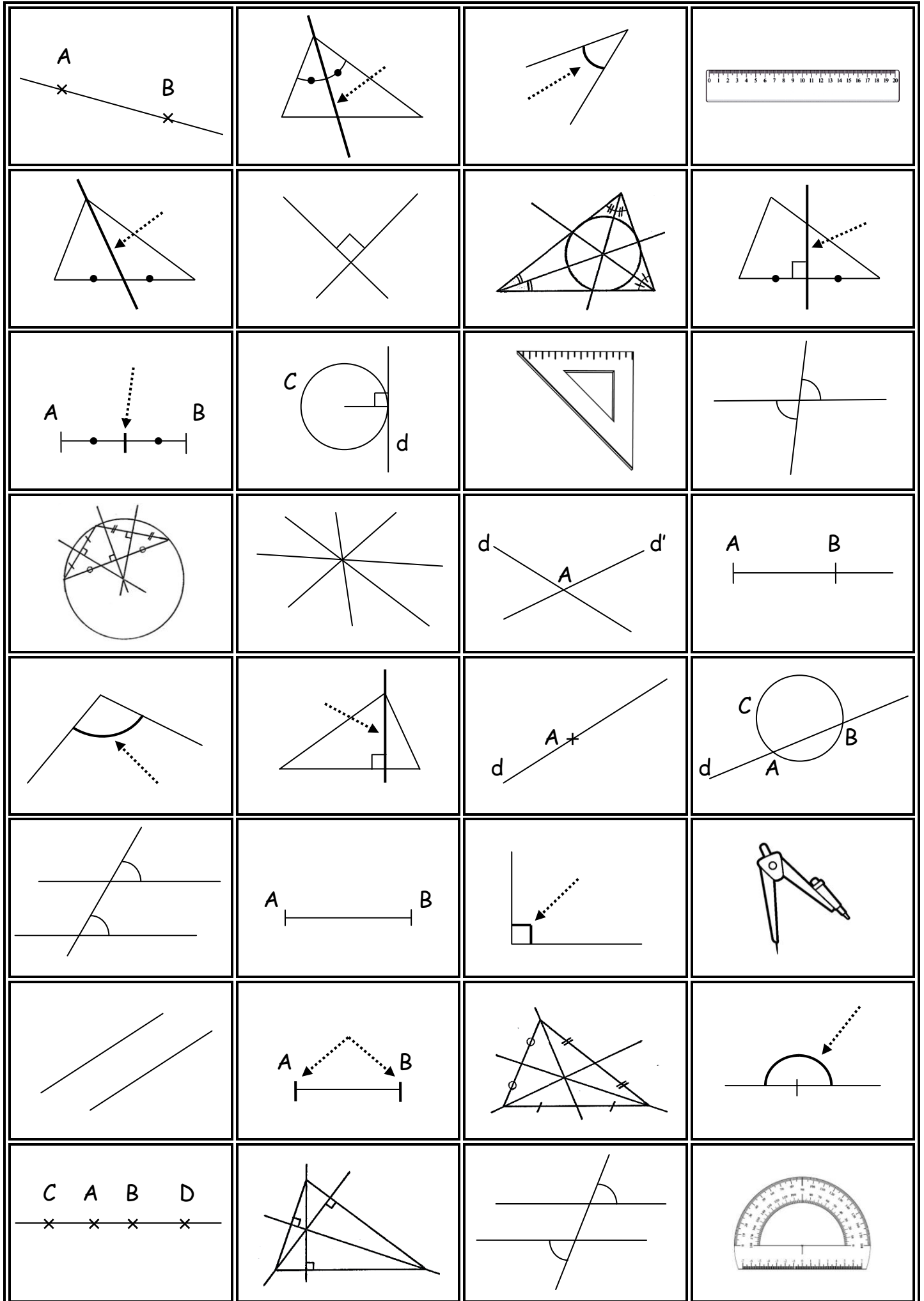
Geometry - Unit 1 - "Card Game"

"Vocabulary cards": to be printed on a blue sheet of paper

Straight line AB	An angle bisector	An acute angle	A ruler
A median	Perpendicular lines	The inscribed circle / The incircle	A perpendicular bisector
The midpoint of (line) segment AB	Line d is tangent to circle C	A set square	(Vertically) opposite angles
The circumscribed circle / The circumcircle	Concurrent lines	Lines d and d' intersect at point A	Half-line AB / Half-ray AB
An obtuse angle	An altitude / A perpendicular height	Straight line d passes through point A	Line d intersects circle C at points A and B
Corresponding angles	(Line) segment AB	A right angle	(A pair of) compasses
Parallel lines	The endpoints of (line) segment AB	The three medians cross at... the centre of gravity / the centroid	A straight angle
Coincident lines AB and CD	The three altitudes meet at... the orthocentre	Alternate angles	A protractor

Geometry - Unit 1 - "Card Game"

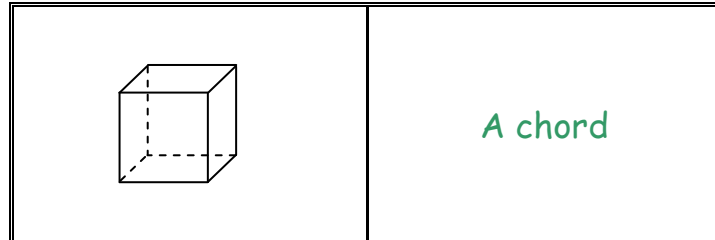
"Picture cards": to be printed on a yellow sheet of paper



Geometry - Unit 2

"Snake Game"

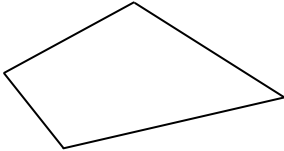
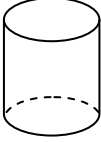
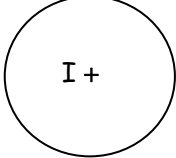
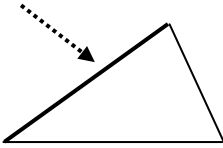
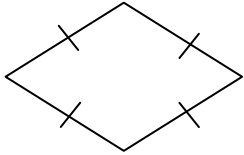
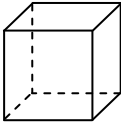
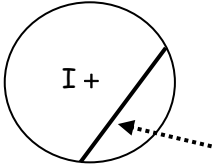
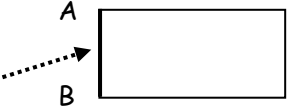
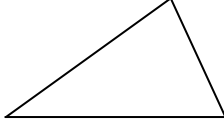
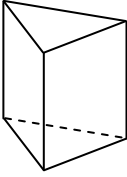
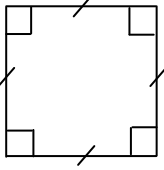
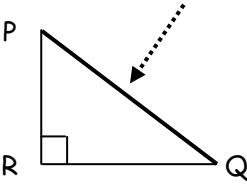
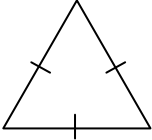
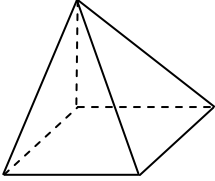

Contents: 33 double cards as illustrated below:

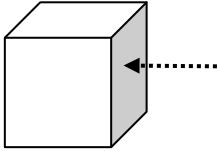
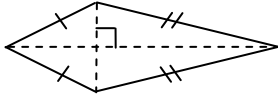
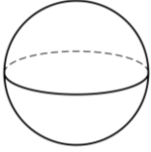
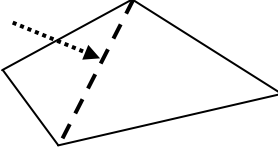
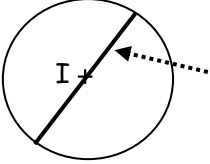
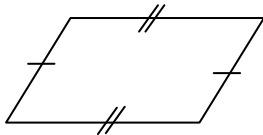
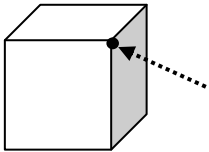
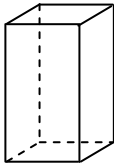
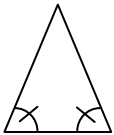
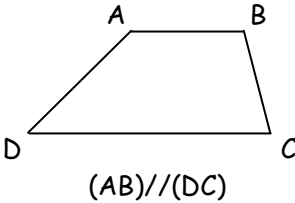
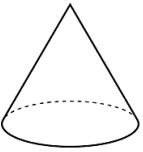
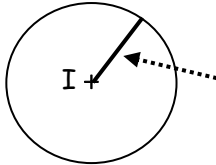

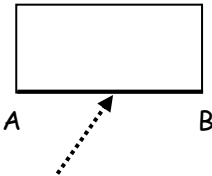
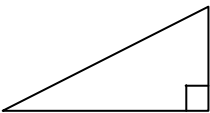
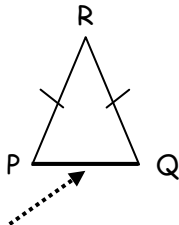
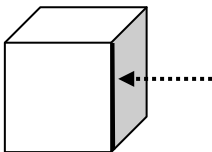


The rules for playing "Snake":

- A game for 2 to 4 players.
- Deal the cards.
- **Keep your own cards secret.**
- The player with the "Start card" starts the game by **reading out** what is on the first card, and then lays it face up on the table.
- The player with the matching picture lays his/her card face up next to the first one, and **reads aloud** the second part of the card to everyone.
- And so on and so forth until the "End card"...

Geometry - Unit 2 - "Snake Game"

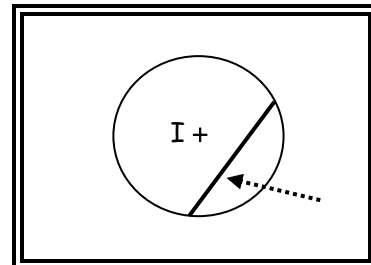
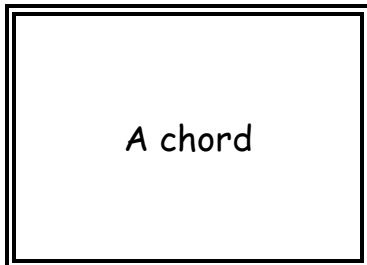
<p><u>START</u></p>	<p>A quadrilateral</p>		<p>A cylinder</p>
	<p>The circle with I for centre</p>		<p>A side</p>
	<p>A rhombus (<u>pl. rhombuses</u> <u>or rhombi</u>)</p>		<p>A cube</p>
	<p>A chord</p>		<p>Width AB</p>
	<p>A scalene triangle</p>		<p>A prism</p>
	<p>A square</p>		<p>Hypotenuse PQ</p>
	<p>An equilateral triangle</p>		<p>A pyramid</p>
	<p>An arc</p>		<p>A face</p>

	<p>A kite</p>		<p>A sphere</p>
	<p>A diagonal</p>		<p>A diameter</p>
	<p>A parallelogram</p>		<p>A vertex (<u>pl.</u> vertexes or <u>vertices</u>)</p>
	<p>A cuboid</p>		<p>An isosceles triangle</p>
	<p>A trapezium / A trapezoid</p>		<p>A cone</p>
	<p>A radius (<u>pl.</u> radiuses or <u>radii</u>)</p>		<p>A rectangle</p>
	<p>Length AB</p>		<p>A right-angled triangle</p>
	<p>Base PQ</p>		<p>An edge</p>
	<p>END</p>	<p>IREM Clermont-Ferrand - "Math in English" - Mai 2016</p>	

Geometry - Unit 2

"Card Games"

Contents: 64 cards (32 pairs) printed in two different colours: each "Vocabulary card" matches a "Picture card", as illustrated below:



The cards can be used to play three different games

The rules for playing the "Matching Game"

- A game for 4 players: A, B, C and D.
- Deal the "Vocabulary cards" (green) to two of the players (A and B), and the "Picture cards" (pink) to the two remaining players (C and D).
- **Keep your own cards secret.**
- A starts the game by **reading** one of his "Vocabulary cards" **out** to the others.
- C or D has to find out the matching "Picture card" and lay it face up on the table.
- A lays his card face up on the table and all the players check if the cards match.
- And so on and so forth...

The rules for playing "Memory"

- A game for 2 to 4 players.
- Shuffle the cards and lay them down in rows, face down.
- One of the players turns over any two cards (of different colours).
- If the two cards match, he/she keeps them for himself/herself. If they don't, he/she turns them over face down.
- Remember what and where each card was, while the other players play in turn.
- The game is over when all the cards have been matched.
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The rules for playing "Mistigri"

Before starting the game, one card must be drawn from the deck, so that there are 63 cards left (31 pairs and the single card called the "Mistigri card").

- A game for 3 to 4 players.
- Deal the cards.
- Each player makes up pairs from his/her own hand, and lays them face up on the table.
- The first player takes a random card from the hand of the player next to him/her.
- If he/she can create a pair, he/she lays it face up on the table. Otherwise he/she has to keep it.
- The next player does the same, and so on.
- All the cards can be matched except the "Mistigri card" (whose matching card was removed from the deck).
- The loser is the player with the "Mistigri" in his/her hand when all the cards have been matched.

Geometry - Unit 2 - "Card Game"

"Vocabulary cards": to be printed on a green sheet of paper

A quadrilateral	A cylinder	The circle with I for centre	A side
A rhombus <i>(pl. rhombuses or rhombi)</i>	A cube	A chord	Width AB
A scalene triangle	A prism	A square	Hypotenuse PQ
An equilateral triangle	A pyramid	An arc	A face
A kite	A sphere	A diagonal	A diameter
A parallelogram	A vertex <i>(pl. vertexes or vertices)</i>	A cuboid	An isosceles triangle
A trapezium / A trapezoid	A cone	A radius <i>(pl. radiuses or radii)</i>	A rectangle
Length AB	A right-angled triangle	Base PQ	An edge

Geometry - Unit 2 - "Card Game"

"Picture cards": to be printed on a pink sheet of paper

