

Card Probability

Work on two math concepts in one fun activity! Use your knowledge of positive and negative numbers to make predictions based on probability. All you need is a deck of cards to get started. Red cards all have negative values, while black cards have positive values. In each round, you'll get to see two cards. You'll also have a mystery card. If you can guess whether or not its value is between the value of the other cards, you'll be on your way to winning this game!

Terms to Know:

integer: a whole number that is negative or positive, or zero

probability: a measure of how likely it is that an event will occur

What You Need:

- One deck of playing cards (Print a deck.)

What You Do:

1. For the purposes of this game, red cards represent negative numbers and black cards represent positive numbers. Jokers = 0, aces = +/-1, jacks = +/-11, queens = +/-12, and kings = +/-13.
2. Either select a dealer, or take turns. The dealer provides two outer cards, face up, and one center card, face down, to each player.
3. Each player takes a turn predicting whether or not the card in the center will have a value between that of the cards on the outside. (This is a great opportunity to talk about probability, by focusing on the difference in value between the two outer cards.)
4. After a prediction is made, the center card is turned over. If correct, the player may keep all three cards. If incorrect, they must return all cards to the dealer.
5. Play until the deck runs out or time is up. The player with the most cards wins.

Variations:

- For younger players, give all cards positive values. Turn all cards face up and have players tell if the card in the middle has a value between the other two.
- To make the game more challenging, deal four or five cards, with all of the center cards face down. A player must predict whether or not all of the center cards fall between the outer cards.

From Math Games Played with Cards and Dice, Grades 7-8

Downloaded from Education.com

