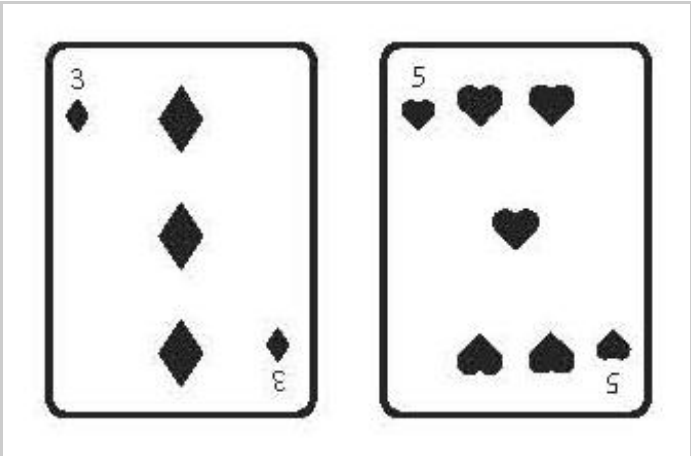
Rotational Symmetry Games

Learn to recognize symmetry in this fun card game! Try to gather cards that have rotational symmetry. When you have a hand, or five cards, that fits this description, you'll win points. The more you practice, the better you'll get at recognizing this special characteristic many playing cards have.

Symmetry is a balance that frequently occurs in nature and in many familiar places. There are three types of symmetry. For the purposes of this game, we'll focus on *rotational* or *point symmetry*. If a figure can be rotated less than 360° so that it coincides with itself, it has rotational symmetry. For example, the three of diamonds has rotational symmetry, but the five of hearts does not. (Notice that when you turn the five of hearts 180°, the center heart is turned upside down.)



What You Need:

- One deck of cards (Print a deck.)

What You Do:

1. Shuffle the cards. Deal five cards to each player. This is their hand. Place the remaining cards in the center of the playing area. This is the draw pile.
2. On a player's turn, they must draw one card from the draw pile. Then, they must discard one card, face up, in a discard pile. After the first player's turn, a player may take a card from either the discard pile or the draw pile.
3. The goal is to form a hand of five cards that all have rotational symmetry. The first player to do this lays their hand on the table and announces it. The other players examine the cards. If they are correct, that player wins 10 points.
4. The first player to earn 100 points wins the game.

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