HOME LINK

Chapter 1: Number

NOTES

Play: Winner/Winner

Example: Player 2 is the winner

Materials:
Spinner (Less Than/Greater Than)
Mathodology Cards

Directions:
Play according to rules of classic card game of “War”.

1. Player A picks a card.
2. B picks a card.
3. Compare cards.
4. Spin spinner.
5. Player holding the card that meets the condition on the spinner collects the cards from all players.
6. Continue taking turns.
7. Player with most cards at end of game wins.

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