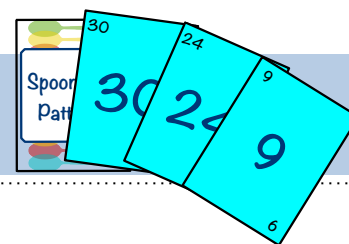


Spoonful of Patterns

Using multiplication within 100, create a pattern with only four cards. Watch out for the spoon; you must grab one to stay in the game!



Strands:

Number & Quantity	X
Algebra	
Functions	
Geometry	
Statistics & Probability	

Materials Needed:

- Spoonful of Patterns Cards
- Spoons, 1 less than the number of players

Where:

Outside	
Inside	X
On-line	
On-site	

Set-Up:

- Players sit in a circle, facing each other.
- Shuffle the deck of cards.
- Place 1 less spoon than the number of players in the middle of the table.

Object of the Game: Create a 4-card pattern using multiples and factors.

Pre-Game Play: Play a few practice rounds with cards face-up to get the hang of how the game is played. The deck only contains multiples and factors of other numbers. Players may investigate the cards to see what kinds of patterns can be made.

On Your Turn:

1. Deal each player four cards. Place the remaining cards next to the player to the right of the dealer.
2. The goal is to create a pattern with four cards. The pattern must include consecutive multiples of the same number. For example, a pattern could be 18, 27, 36, and 45. The numbers 18, 27, 45, and 54 do not work because one multiple, 36, is missing from the middle of the pattern.
3. Dealer: You start the round. Pick up a card from the deck. Decide whether or not to keep the card to build a pattern with other cards in your hand. Pass a card to the left. Continue this process until a player takes a spoon.
4. All other players: Pick up one card at a time as cards are passed to you. If a card fits your pattern, keep it and pass on another card. If you don't need the card, pass it face-down to the left. You may only have four cards in your hand at any time.
5. The player to the right of the dealer stacks any cards that are not useful. These cards are not recycled in the game.
6. Once a player has created a pattern, the player grabs a spoon from the playing surface.
7. If you see a player take a spoon, grab a spoon as well. If you don't grab a spoon, you are out for the rest of the game.
8. Decrease the number of spoons by one and repeat Steps 1 through 7 until there is only one player left.

To Win: When the game is down to 2 players with only 1 spoon remaining, the final player to grab a spoon is the winner.

Think About It:

1. How did you decide to start to collect the cards that you did?
2. Suppose you were dealt, 7, 15, 35, and 63. What cards would you be looking for next?
3. What other patterns could you create from the cards you have in your hand?

Variations:

Spell SPOON: All players stay in the game the entire time. After everyone has grabbed a spoon from the middle, the player without a spoon gets a letter in the word "S.P.O.O.N.". The player with the least number of letters wins.

Limit the Patterns: To make the game more challenging, players may not have patterns that only include multiples of 2, 5, or 10. If a player uses such a pattern and grabs a spoon first, the player is out of the game.