

6b. Flash Card War (Paired Game) Place Value/Magnitude Comparison

Materials: 1 or 2 decks (depending how many students are playing) of flash cards with a number (1–99 for grade 1 and 1–999 for grade 2) on 1 side and flats/rods/units on the other side

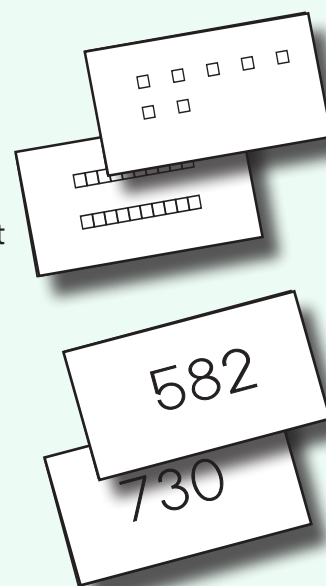


TEKS

1.1A, 1.5C
2.1B, 2.5B

Teacher Instructions

1. Students shuffle the cards and divide them equally between each player in a stack with the flats/rods/units facing up.
2. All players count the flats/rods/units on their top card and say the number. Students can check their number by turning over the card.
3. The student with the greatest number wins the round and adds the other cards for that round to the bottom of his or her stack.
4. If more than 1 student shares the greatest number, those students count and say the next card in their pile. The student with the greatest number takes all of that round's cards.
5. If the second cards drawn in the war show the same number, those students keep revealing cards until 1 player wins the round.
6. Repeat the steps above for each round.
7. If students run out of cards, they are out of the game.
8. Continue playing as time allows.



Scaffolding Ideas

- Provide students with hundreds charts or manipulatives if necessary.



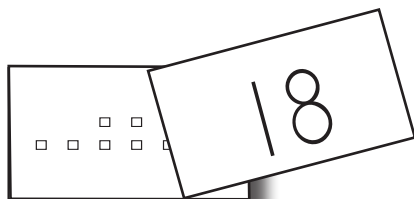
Extension Activities

- Have students count how many cards they have in all.

6b. Student Grade 1

Flash Card War

Place Value/Magnitude Comparison



Materials: 1 or 2 decks of flash cards with a number, 1–99, on 1 side and rods and units on the other side

Grade 1 Student Instructions

1. Mix the cards and deal them equally between each player in a stack with the rods and units facing up.
2. All players count the rods and units on their top card at the same time and say the number shown. You can check your number by turning over the card.
3. The player with the biggest number wins all of the cards from that round and adds them to the bottom of his or her stack.
4. If players have the same biggest number, they count the rods and units on their second card and say the number. The player with the biggest number gets all of the cards for that round.
5. If the number is the same again, those players keep turning over cards until 1 card has a bigger number.
6. Repeat the steps above for each round.
7. If you run out of cards, you are out of the game until it begins again.
8. Continue playing as time allows.

