



Every student needs:

- a deck of cards or access to a virtual deck: <https://deck.of.cards/>
- scrap paper and pencil

Objective:

- getting closer to zero than their classmates by adding red cards (negative integers) to black cards (positive integers). This is essentially an integer version of 31.

Prior to playing this game students should:

- practice card counting strategies (grouping for easier adding or multiplying, making zero sums where possible)
- get to know the value of each card. Black ace = 1 and red ace = -1 (in this game); black jack, queen, and king all = 10 and red jack, queen, and king all = -10. All other cards are worth their stated value. Simply know that the red cards all have a negative value and the black cards all have a positive one.
- engage in discussion with their peers in order to learn possible ways to count.
- practice recording counts (using equations that represent how they grouped cards for more effective counting)

How to Play:

- Play with a group of 2-9 people
- A dealer is chosen (everyone in the group can draw a card...lowest or highest value card deals)
- Everyone is dealt 3 cards (they keep them hidden). Dealer draws one extra card off the top of the deck and sets it down beside the deck, face up.
- The player to the left of the dealer can take this extra card if it is helpful and replace it with one in their hand.
- Each player takes a turn, trading a card for the card discarded by the former player if it helps them get closer to zero.
- If a player thinks they are close to zero, they knock twice. All other players have one more opportunity to make a final play.
- Once all play is complete, players compare cards.
- The player with the total closest to zero receives one point.
- A new round begins!