Activity 2c: Game of 24

Recommended Grades: 4–5

Activity Instructions

- 1. Shuffle the deck of number cards and deal five number cards to each player.
- 2. Place the cards face up so everyone can see each other's cards.
- 3. Set the remaining cards in the center. Set the operations cards in the center face up.
- 4. On your turn, use your cards to make 24 by using any operations cards you need: You can add, subtract, multiply, and divide as many times as you need.
- 5. If you can't make 24, you can exchange one or more number cards and wait until the next turn.
- 6. The person with the most points at the end of the round (when all the number cards have been used) wins.



Virtual Game Link:

https://www.education.ky.gov/curriculum/conpro/Documents/OA_24!_Game_KFMN.pptx

Family Prompts

- Help deal the cards.
- Let your children lead but offer hints if you see they are stuck—for example, remind them of the factors of 24 (whole numbers that divide 24 evenly such as 2 and 12 or 3 and 8). It's okay to help your children or have them help you if you are stuck (or pretend to be stuck).
- Encourage your children to look for ways to group numbers. For example, children may first group 3 and 1 (3 + 1) and then multiply the sum by 6 to form the number sentence (3 + 1) x 6 = 24. Here's another grouping example to help you think of options: (9 1) x (2 + 1) = 24.
- How is ____'s way of making 24 like/different from yours?
- How can you check this?
- Did you try a method that did not work? Why didn't it work? Would it ever work? Why or why not?
- What if you had started with _____ rather than ____?

Scoring

Use five number cards: 10 points

Use two to four number cards: 5 points

Use 1 number card: 1 point Activity 2c: Game of 24

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Supporting Materials

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