contents and sample pages

Title	Card Capers
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ISBN/ISSN	978-0-9585632-0-8
Published by	A-Z Type

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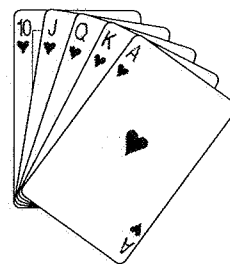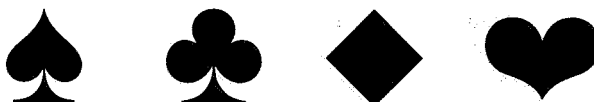
Contents

Teachers' Guide

Playing Cards are:

♠ familiar to most children

♠ non-threatening

♠ highly motivational and

♠ found in most homes

which makes them an ideal piece of material to use as the basis for work at school and at home.

Playing cards are well suited to developing

♠ number work

♠ problem solving

♠ classifying

♠ probability and

♠ symmetry

Card games emphasising number facts can be an ideal way of improving children's number work.

To simplify organisation, the book has been divided into two sections; problems and puzzles and card games. The Year suitability and content of each activity is given by the code on the top right of each page.

> **J = junior primary,**
>
> **M = middle primary,**
>
> **U = upper primary,**
>
> **S = space,**
>
> **N = number,**
>
> **PS = problem solving,**
>
> **Pr = probability,**
>
> **PV = place value and**
>
> **MC = mental computation.** This category has been broken down even further into +, – and x.

The materials and suggested organisational structure for each game are given to help teachers prepare for playing the games outlined in the book. It has been assumed that the children have an idea of how to shuffle and deal cards as well as other typical card conventions such as dealing to the left in a clockwise rotation and dealing to oneself last.

Symmetrical Cards

♦ Look at the symbols on the numbered cards in a standard deck (i.e. ♣ ♦ ♥ ♠).

♦ Notice how they are arranged in a symmetrical pattern.

♦ Which cards have line symmetry?

♦ Which cards have rotational symmetry?

♦ Which cards have both rotational and line symmetry?
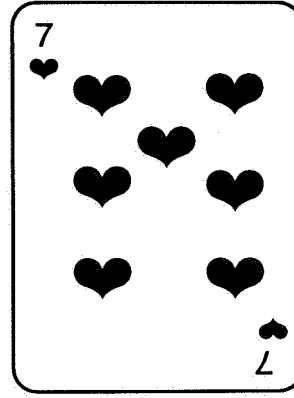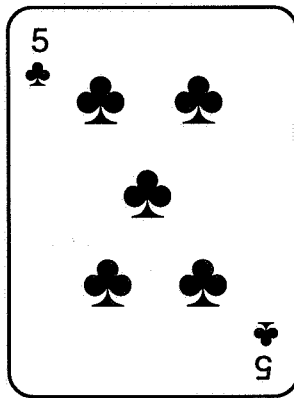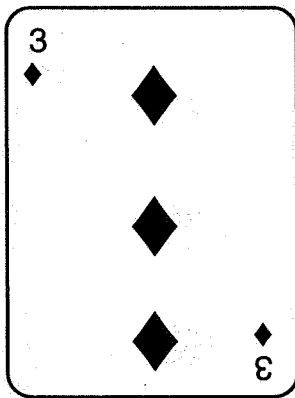
♦ Design some playing cards to represent 11, 12 and 13.