Emblem (In)Equalities

<u>Skill</u>: Students will construct number models and use inequality symbols to compare values. Students will practice 1:1 matching.

<u>Materials</u>: 1 deck of cards; 1 game board per player; paper and pencil

<u>Players</u>: 2-4

<u>Objective</u>: Students attempt to fill each section of their chart with 5 tally marks. The first player to fill each section of his or her chart with 5 tally marks wins!

<u>Directions</u>:

1. Each player receives 1 game board.
2. Players determine the order of play.
3. Player 1 draws 4 cards from the deck and lays them out on the table. (Example: | 2 | 4 | 7 | 9 |)

4. Each player makes a number model using all 4 of the cards, and 1 inequality symbol of the player's choice. (Example: 2 x 4 < 7 x 9). Each player should make a different number model! Players may use any operations in their number models.
5. Players mark a tally in their chart to mark the inequality symbol used in their number model. (Example: Player makes 1 tally in "less than" section of chart.)
6. Player 2 draws and lays out 4 cards from deck.
7. Each player makes another number model using all 4 cards drawn.
8. Players repeat process of marking tally in the section of their chart showing the inequality symbol used in the number model.
9. Players continue this process until one player has earned 5 tallies in each section of their symbol chart. This player wins!

Good Luck!

GAME BOARD

 less than	> greater than	= equal to	≠ does not equal

Example: 2 x 4 < 7 x 9

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

19.

20.