



In-Class Game

The Dozens Game (Lesson 1-6)

● Get Ready!

Separate the class into groups of four.

- The Dozens Game master, p. 2
- The Dozens Game Card masters, pp. 3–4
- 12 index cards per student 
- scissors 

● Get Set!

Make a copy of The Dozens Game master on page 2 for each student in the class. Have each student label a set of 12 index cards with the numbers 1 to 12. This is their deck. For each group, photocopy The Dozens Game Card master on page 3 onto blue card stock and cut out the cards. Photocopy The Dozens Game Card master on page 4 onto red or pink card stock and cut out the cards.

● Go!

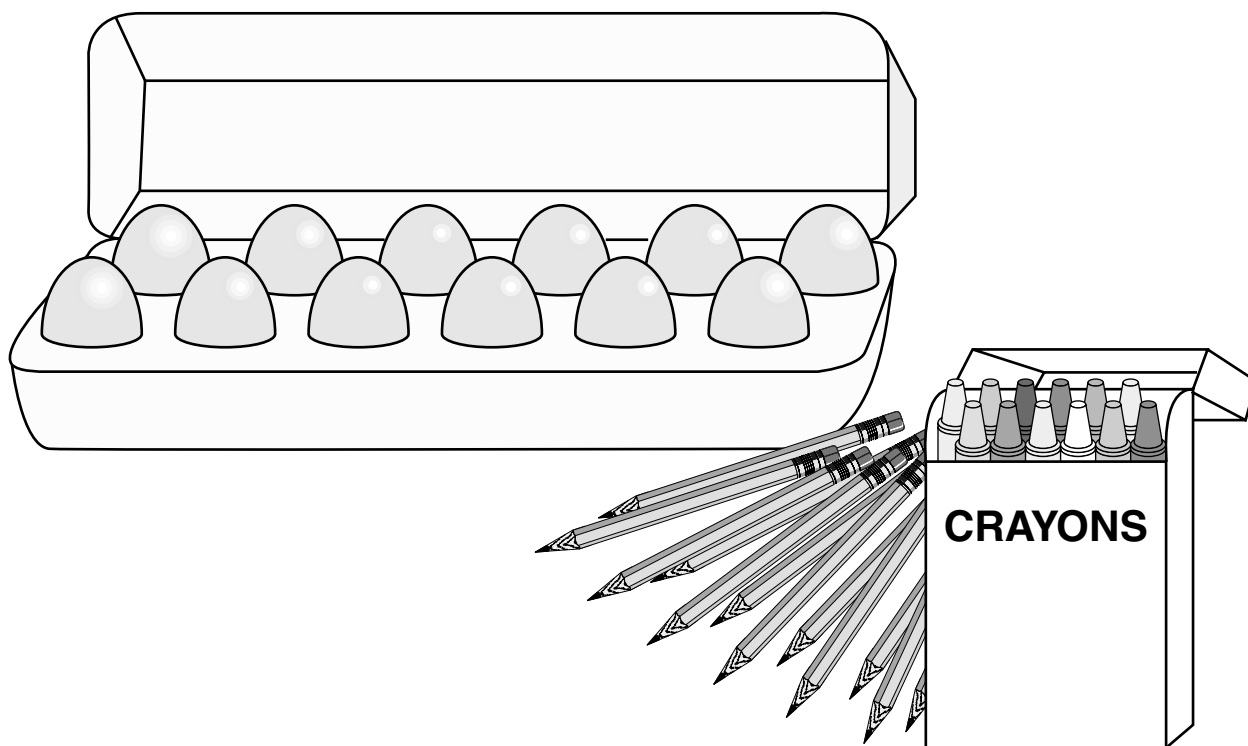
- Shuffle the red cards and the blue cards separately and place them facedown in two piles in the middle of the table. To begin the round, someone turns over a red card and a blue card. Each player selects an index card that matches the red card and places his or her chosen card facedown on the table. When everyone has placed a card down, the cards are turned over and the blue card is won by the player who played the best *nonduplicated* card. For example, suppose the red card is *highest giveaway* and the blue card is -20 . The player who plays the highest card is allowed to give the -20 card away to a player of his or her choice. If the red card is *lowest* and the blue card is *double your score*, the player who plays the lowest card doubles his or her score.
- No cards can be played more than once, and any scores that are not whole numbers should be rounded to the next whole number.
- Each player begins the game with 20 points. The winner is the first player to reach or pass 100 points.

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Work in groups of four.

- Shuffle the red cards and the blue cards separately and place them facedown in two piles in the middle of the table. To begin the round, someone turns over a red card and a blue card. Each player selects an index card that matches the red card and places his or her chosen card facedown on the table. When everyone has placed a card down, the cards are turned over and the blue card is won by the player who played the best *nonduplicated* card. For example, suppose the red card is *highest giveaway* and the blue card is -20 . The player who plays the highest card is allowed to give the -20 card away to a player of his or her choice. If the red card is *lowest* and the blue card is *double your score*, the player who plays the lowest card doubles his or her score.
- No cards can be played more than once, and any scores that are not whole numbers should be rounded to the next whole number.
- Each player begins the game with 20 points. The winner is the first player to reach or pass 100 points.



In-Class Game***The Dozens Game Blue Cards*** (Lesson 1-6)

+10	+10	+20	+20
+30	-10	-20	-30
double your score	cut your score in half	divide your score by 3	change sign

In-Class Game***The Dozens Game Red Cards*** (Lesson 1-6)

highest	highest	highest	lowest
lowest	lowest	highest giveaway	highest giveaway
lowest giveaway	lowest giveaway	second highest	second lowest