




In-Class Game

Equation Fish (Lesson 9-3)

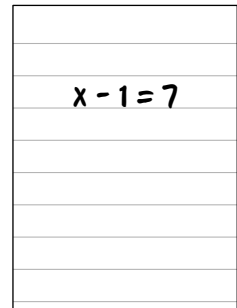
● Get Ready!

Separate the class into groups of four.

- Equation Fish master, p. 26
- Equation Fish Cards masters, pp. 27–28
- scissors 
- tape  or glue 
- 48 index cards per group 

● Get Set!

Make a copy of the Equation Fish master on page 26 for each student. Using the card at the right as an example, prepare a deck of cards for each group that consists of two cards for each equation shown on page 27 and two cards for each solution shown on page 28. You may want to use the Equation Fish Cards masters on pages 27 and 28 to copy, cut out, and tape or glue onto the index cards.



● Go!

- The dealer shuffles the cards and deals 5 cards to each player. The remaining cards are placed in a stack facedown in the middle of the table.
- The object of the game is to collect pairs of cards, one card with an equation and one with the solution to that equation. Whoever collects most pairs wins.
- The player to dealer's left starts. A turn consists of asking a specific player for a specific card. For example, a player might say "Mary, please give me your sevens." The player who asks must already hold at least one card that makes a pair with the requested card. If the player who was asked has cards of the named rank, he or she must give all those cards to the player who asked for them. That player then gets another turn and may again ask any player for any card matching a card held by the asker.
- If the person asked does not have any of the cards requested, they say "Go fish!". The asker must then draw the top card of the undealt stock. If the drawn card is the one asked for, the asker shows it and gets another turn. If the drawn card is not the one asked for, the asker keeps it but the turn now passes to the next player.
- As soon as a player has a pair of cards showing an equation and its solution, this must be shown and displayed face down.
- The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who then has the most pairs.

In-Class Game

Equation Fish (Lesson 9-3)

Work in groups of four.

- The dealer shuffles the cards and deals 5 cards to each player. The remaining cards are placed in a stack facedown in the middle of the table.
- The object of the game is to collect pairs of cards, one card with an equation and one with the solution to that equation. Whoever collects most pairs wins. An example of a matching pair is shown below.

$x - 1 = 7$	8

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- If the person asked does not have any of the cards requested, they say "Go fish!". The asker must then draw the top card of the undealt stock. If the drawn card is the one asked for, the asker shows it and gets another turn. If the drawn card is not the one asked for, the asker keeps it but the turn now passes to the next player.
- As soon as a player has a pair of cards showing an equation and its solution, this must be shown and displayed face down.
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In-Class Game**Equation Fish Cards A** (Lesson 9-3)

$b - 1 = 6$	$g - 2 = 6$	$9 = x - 1$	$1 = n - 2$
$t - 7 = -1$	$y - 3 = -3$	$c - 3 = -2$	$k - 4 = -8$
$-5 = x - 7$	$-5 = g - 4$	$x - 6 = -8$	$y - 10 = -6$

In-Class Game**Equation Fish Cards B** (Lesson 9-3)

7	8	10	3
6	0	1	-4
2	-1	-2	4