





In-Class Game

3-D Rummy (Lesson 7-4)

● Get Ready!

Separate the class into groups of four.

- 3-D Rummy master, p. 28
- 3-D Rummy Cards master, p. 29
- 54 index cards per group 
- scissors 
- tape  or glue 

● Get Set!

Make a copy of the 3-D Rummy master on page 28 for each student. Make six copies of the 3-D Rummy Cards master on page 29 for each group. Have students cut out the images and tape or glue them onto index cards.

● Go!

- The dealer shuffles and gives seven cards to each player. The dealer then places four cards faceup and the remaining deck facedown on the table. If a wild card is one of the cards shown faceup, it should be placed in the middle of the deck and replaced with a card from the top of the deck.
- The first player draws a card from the top of the deck and then does one of three things.
 1. Adds a card from his or her hand to one of the four stacks to begin "building" a prism, pyramid, or cylinder. (To build a solid figure, you add a card that represents one of the surfaces.)
 2. Adds one or more cards from his or her hand to one of the four stacks to complete a prism, pyramid, or cylinder.
 3. Passes, if no play can be made.

A wild card can be used in place of any card. However, a player who plays a wild card must explain what the wild card represents.

- A player can work on only one stack at a time. The player who completes the figure gets one point for each card in the stack. Then the cards are placed in a discard pile and a new card is placed faceup.
- The game is over when a player has played all of the cards in his or her hand. This player gets one point for each card left in the other players' hands. The winner has the greatest number of points at the end of the game.

In-Class Game

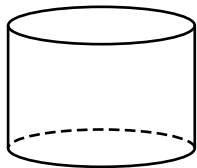
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Work in groups of four.

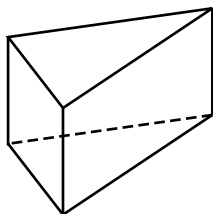
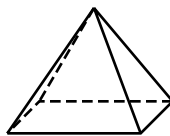
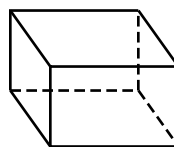
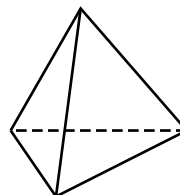
- The dealer shuffles the 54 cards and gives seven cards to each player. The dealer then places four cards faceup on the table and places the remaining deck facedown on the table. If a wild card is one of the cards shown faceup, it should be placed in the middle of the deck and replaced with a card from the top of the deck.
- The first player draws a card from the top of the deck and then does one of three things.
 - Adds a card from his or her hand to one of the four stacks to begin "building" a prism, pyramid, or cylinder. (To build a solid figure, you add a card that represents one of the surfaces.)
 - Adds one or more cards from his or her hand to one of the four stacks to complete a prism, pyramid, or cylinder.
 - Passes, if no play can be made.

A wild card can be used in place of any card. However, a player who plays a wild card must explain what the wild card represents.

- A player can work on only one stack at a time. Neither the order nor the size of the symbols on the cards matter. The player who completes the figure gets one point for each card in the stack. Then the cards are placed in a discard pile and a new card is placed faceup.
- The game is over when a player has played all of the cards in his or her hand. This player gets one point for each card left in the other players' hands. The winner is the player with the greatest number of points at the end of the game.
- Here are some examples of 3-dimensional figures you can build.



cylinder

triangular
prismrectangular
pyramidrectangular
prismtriangular
prism

In-Class Game

3-D Rummy Cards (Lesson 7-4)

