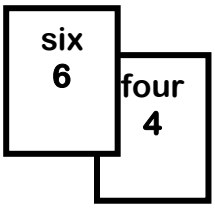

Show It! Know It!

MATERIALS: 4 sets of number cards 0-10 **or** regular deck of playing cards with Jokers and face cards removed (Aces are 1)

- The three players sit in a triangular shape.
- Two players turn to face each other. They are the Problem Solvers.
- The third player is the Calculator.
- Cards are placed face down in the center of the three players.
- The two Problem Solvers take a card from the top of the deck WITHOUT looking at the card and hold the card up to their forehead so that the other players can see their card but they cannot see their own card.
- Both Problem Solvers look at their partners cards and the Calculator announces the ***sum*** of the two cards. (Aces equal 1)
- Since each Problem Solver can see the other players card but not their own, and by knowing the sum of the two cards, they will know what card they are holding.
- EXAMPLE: Problem Solver 1 draws a 9, Problem Solver 2 draws a 5…the calculator looks at both cards and says, “The sum is 14.” Problem Solver 1 sees the 5 that the other player is holding and thinks…”The sum is 14 and I see a 5 so I must have a 9.” Problem Solver 2 sees the 9 and thinks…”The sum is 14 and I see a 9 so I must have a 5.”
- Players may continue in their same role until all of the cards in the deck have been used or they may rotate clockwise so that all players practice all positions.

VARIATIONS: Cards may be subtracted and the difference is announced by the Calculator or cards may be multiplied and the product is given.