

Round Table Card Game Rules



1. This game is ideal for small groups. 6 students should be the max and 2 the minimum. It can also be used for one-to-one teaching where the teacher is the other player. If you have a large class, duplicate the game and play in different groups. Each card set has 36 cards arranged by math topic.
2. Shuffle the cards and put them face down. In class students sit around the table with pack of cards facing down on the table. Students take turns drawing a card each from the pack. Each student takes one card each time from the top of the pack. Every round, students pick one card and hold it to their chest. It is important for other students not to see the problems on other players' cards. Establish a firm rule.
3. The card holder reads out the question on his/her card or shows the card to the group when it is his/her turn and the first pupil to give an answer gets the card. Students keep collecting cards as they answer questions. Students should never say the problem on their card before it is their turn or that card becomes null and void. Another method could simply be the teacher or game leader showing up cards and children putting up their hands to give the answer. The first to give the answer owns the card. If pupils cannot answer some questions, the cards should be collected and placed face down. In the end, all the cards collected should be shuffled and the game played over again.
4. If two or more students give the correct answer at the same time, they do rocks, paper and scissors or toss a coin to decide who keeps the card. In this game, students will be rushing to answer first so they can keep the card. So, there is a real chance of students answering at once.
5. At the end of two or 3 rounds, students count their points according to the colors of the cards. The points system as per color is shown below (no. 6).

6. Points per card color:

	= 6 pts		= 5 pts		= 4 pts		= 3 pts
	= 2 pts		= 1 pt.				