

MATH SPOONS

ROUND TO NEAREST 10

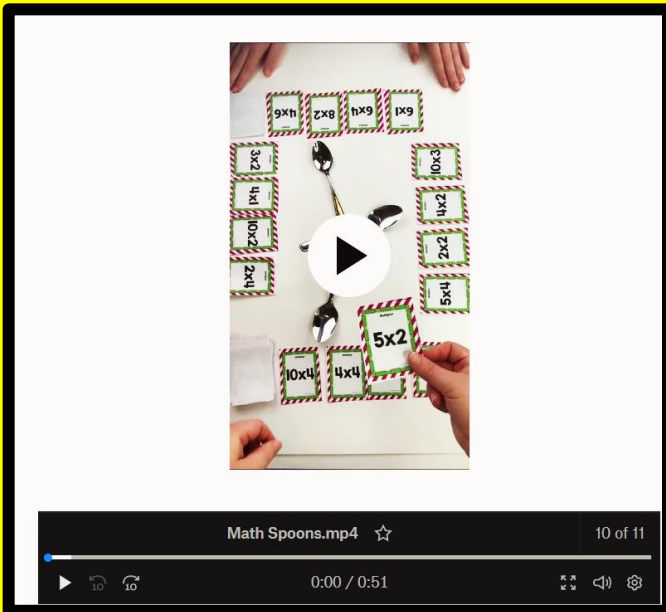


DIRECTIONS:

**Video Directions:
Watch here!**



**Picture Directions:
Keep Scrolling!!**



HOW TO PLAY:

The goal is to get 4 of a kind. When someone gets 4 of a kind, they grab a spoon from the middle!



STEP 1:

Mix up the cards and deal everyone 4 random cards. All other cards go facedown next to the first player.



Put all spoons in the middle. Put one less spoon in the middle than people playing (3 people playing = 2 spoons)



STEP 2:

The first player **picks up a card from the pile and decides if they want to keep it or pass it to the person next to them.** They only keep it if it helps them get closer to 4 of a kind.



STEP 3:

The first player **keeps picking up cards** from the pile and passes them on to the next player **till they get 4 of a kind**. The other players keep accepting cards from the person next to them and try to get 4 of a kind too.



STEP 4:

When someone gets 4 of a kind, **they grab a spoon** but stay quiet and pretend to keep playing.



This player
now has 4
cards that all
have a value
of 20.

STEP 5:

When other players notice a spoon is missing, they grab a spoon too (even if they don't have 4 of a kind yet). The goal is to not be the last one to notice **all spoons are gone!**

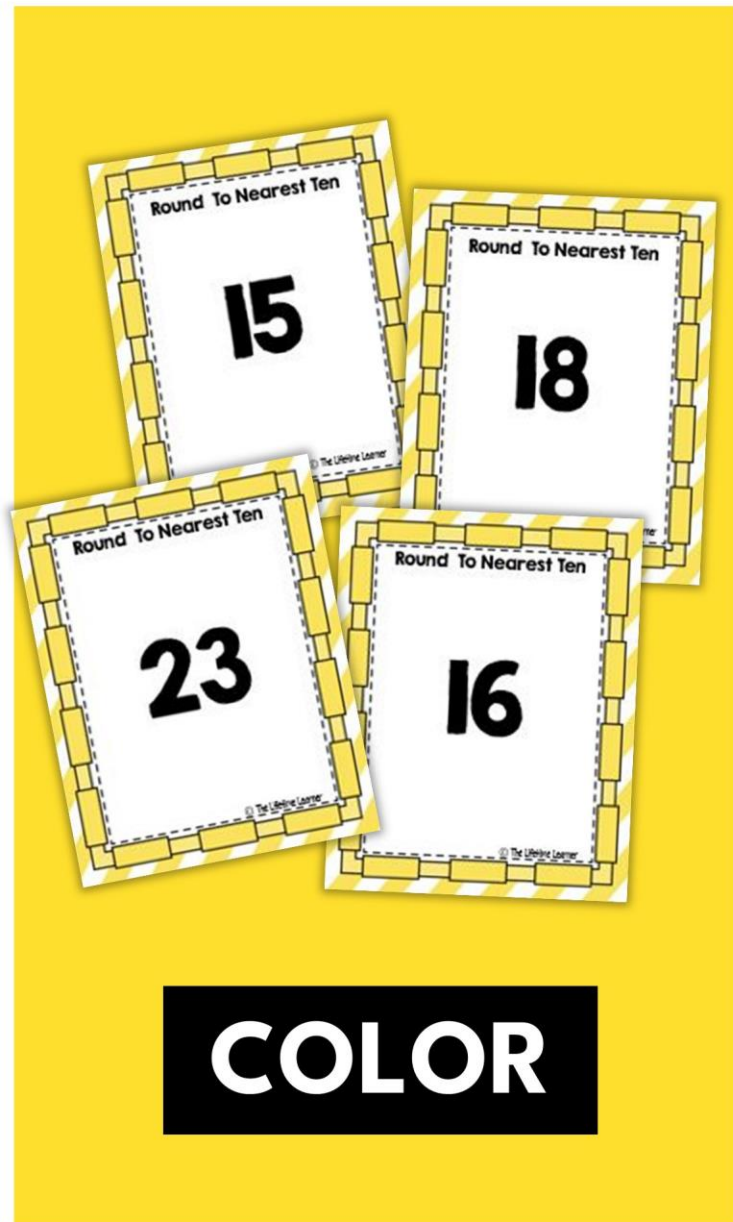


STEP 6:

When all spoons are gone, cards are reshuffled, all spoons are put back in the middle, and **students play again!**



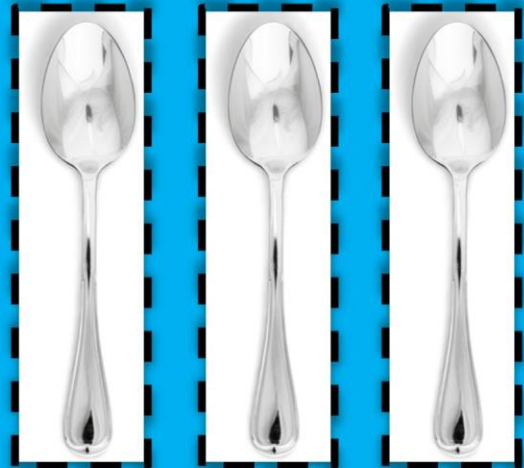
2 VERSIONS:



SPOONS



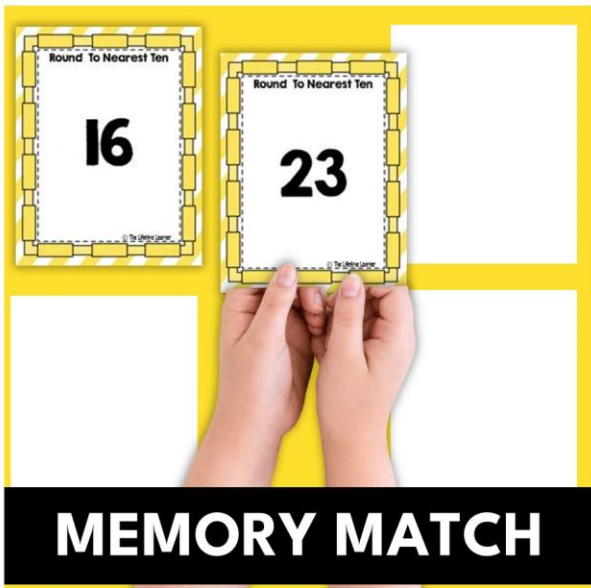
**Use real
spoons OR**



**Use the
printable
spoons!**

4 WAYS TO PLAY:

You can use these cards other ways too!



BUY THE BUNDLE AND SAVE BIG!

MATH SPOONS: THE BUNDLE

