SPOONS

Materials:

3 spoons (or 1 less spoon than number of players)
Deck of 16 Spoon cards (or 1 set of cards for each person playing)
**a set of cards consists of 4 cards showing equivalent values

Number of players: 4

Object of the game: To be the last player to spell out the work SPOON

Directions:

1. Place the spoons in the center of the table where they can be easily reached by all players.
2. Pick a player to be the dealer. The dealer shuffles and deals the cards facedown --- 4 to each player.
3. Players look at their cards. If any player has 4 cards of equal value, proceed to Step 6 below. Otherwise, each player chooses 1 card to discard.
4. Players pass their discarded cards facedown to the player on the left.
5. Each player picks up the new card and chooses a card to discard. The passing of the cards should proceed as quickly as possible.
6. As soon as a player has 4 cards of equal value, that player places the cards faceup on the table and grabs a spoon.
7. As soon as the other players see this happen, they grab for the remaining spoons.
8. The player left without a spoon in each round is assigned a letter from the word SPOONS, starting with the first letter. If a player incorrectly claims to have 4 cards of equal value, that player—instead of the player left without a spoon—receives a letter from the word.
9. Players put the spoons back in the center of the table. The dealer shuffles and deals the cards. A new round begins (as in step 3 above).
10. Play continues until three players get all the letters in the word SPOONS. The player who does not have all the letters (or the player with the least number of letters) is the winner of the game.

Variations:

- For 3 players: Eliminate one set of 4 equivalent Spoon cards and 1 spoon
- To change difficulty of the game: make sets of 4 equivalent cards based on the skill level of the players.
- Have students make their own deck of Spoon cards. Each player writes four computation problems with equivalen answers on four index cards. Check to be sure that different players have chosen different values.
- Have students use models (4 ways to model the same equation) instead of computation problems