Wild Angles

GET READY!

Players: two
Materials: 21 index cards, spinner

5°	5°	10°	10°	15°	15°
20°	20°	25°	25°	30°	30°
35°	35°	40°	40°	45°	45°
50°	50°	55°	55°	60°	60°
65°	65°	70°	70°	75°	75°
80°	80°	85°	85°	90°	90°
Wild	Wild	Wild	Wild	Wild	Wild

GET SET!

- Cut the index cards in half.
- Label the cards and spinner as shown.

GO!

- Shuffle the cards and then deal five cards to each player. Place the remaining cards facedown in a pile.
- A player spins the spinner.
- Using two cards, the player forms a pair whose sum results in the type of angle spun. A wild card represents any angle measure. Each pair is worth 2 points.
- If a pair cannot be formed, the player discards one card and selects another from the facedown pile. If a pair is formed, the player sets aside the two cards and gets 2 points. Then it is the other player's turn. If no pair is formed, it is the other player's turn.
- **Who Wins?** The first player to reach 20 points wins.

acute right
obtuse straight