

The Game Zone

A Place To Practice Your Math Skills



Estimate and Eliminate

● GET READY!

Players: four

Materials: 40 index cards, 4 markers

● GET SET!

- Each player is given 10 index cards.
- Player 1 writes one of each of the whole numbers 1 to 10 on his or her cards. Player 2 writes the square of one of each of the whole numbers 1 to 10. Player 3 writes a different whole number between 11 and 50, that is not a perfect square. Player 4 writes a different whole number between 51 and 99, that is not a perfect square.

● GO!

- Mix all 40 cards together. The dealer deals all of the cards.
- In turn, moving clockwise, each player lays down any pair(s) of a perfect square and its square root in his or her hand. The two cards should be laid down as shown at the right. If a player has no perfect square and square root pair, he or she skips a turn.
- After the first round, any player, during his or her turn may:
 - (1) lay down a perfect square and square root pair, or
 - (2) cover a card that is already on the table. The new card should form a square and *estimated* square root pair with the card next to it. A player makes as many plays as possible during his or her turn.
- After each round, each player passes one card left.
- **Who Wins?** The first person without any cards is the winner.

