

Activity: Diamonds Are Forever

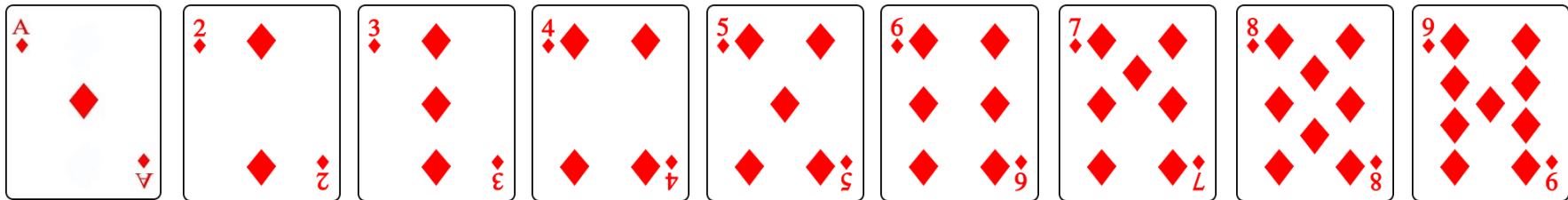


You will need: A pack of playing cards, whiteboards and pens to record jottings.

Before you start: Remove jacks, queens, kings and jokers.

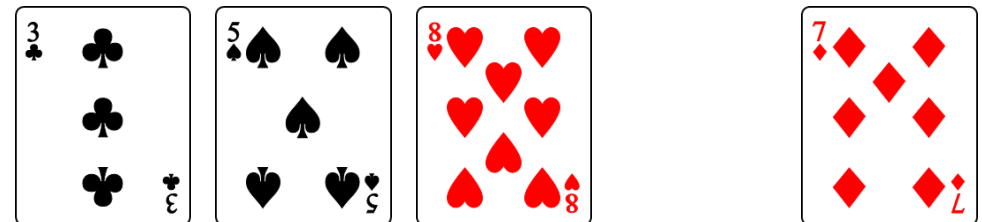
Instructions:

- Place the 1 to 10 of diamonds in order on the table face up.
- Shuffle the remaining set of cards and place them in a pile face down on the table.



- Take it in turns to pick the top three cards from the pile and turn them over.
- The player then tries to combine two or three of their cards into a calculation where the answer is one of the diamonds left on the table. If they can convince everyone that their answer is correct then they win that diamond card. Players can use any operations (add, subtract, multiply and divide).

Three multiplied by five is fifteen. Fifteen subtract eight gives seven. So I can win the 7 of diamonds.



- The winner is the player who wins most diamonds.

Activity: **Diamonds Are Forever**



- How did you work out the answer?
- Which two numbers are you going to start with?
- Might you want to add, subtract, multiply or divide? Why?
- What will you do next?
- What would the answer be if...?
- What cards would you like to get next? Why?
- Do you agree with that answer? How could we check?

The mathematics

This activity encourages children to build fluency in recall of addition, subtraction, multiplication and division facts. It also encourages children to consider the effect of the four operations on numbers. Children have to make choices and try alternatives.

Simplifications:



Only take two cards to combine. Limit the operations to just addition and subtraction.

Provide apparatus and whiteboards to support children in working out calculations.

Challenges:



All three cards must be used each time.

Insist that each calculation must contain at least one multiplication or division.

Add in the jack, queen and king of diamonds with values of 11, 12 and 13.