

ACTIVITY IA3.11: The Four Kings Game

Intended learning: To build facility with number word sequences. To sequence numerals.

Instructional mode: Longer, rehearsal mode for individuals or partners.

Materials: One deck of Four Kings Cards.

Description: The Four Kings deck contains four sets of a number sequence of about ten terms, each set in a different font. A font card heads each of the four rows. All but four cards are dealt in four equal rows, with cards face down (see Figure 3.7). Each row should be one less in length than the number of terms in the sequence. The four cards not dealt constitute the draw pile. The last number in the sequence constitutes the 'stopper'. The object of the game is to correctly sequence each card in its matching font row before uncovering the fourth stopper. Play begins with the player drawing the top card on the draw pile. The player matches that card to the appropriate font row and then in the appropriate spot for that term in the sequence. The player replaces the face-down card in that spot with the 'draw' card in its proper place in the sequence face up. The card replaced in the row then becomes the card to be placed. If the card is the last card in the sequence (the stopper), it is placed on the bottom of the draw pile face-up. A new card is drawn from the draw pile and play continues until all cards are in their proper sequence or all four stoppers have been uncovered.

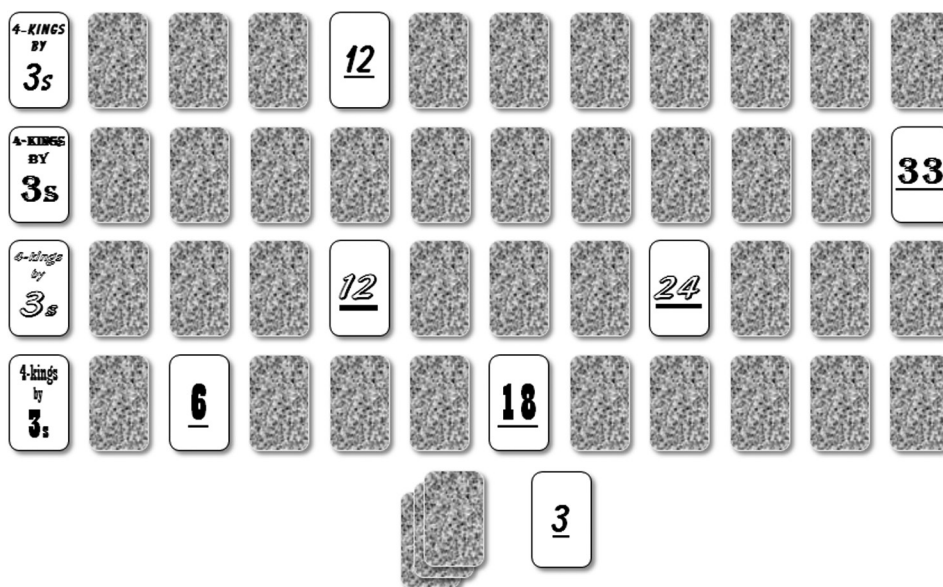


Figure 3.7 A Four Kings game underway, using a sequence of 3s

Responses, variations and extensions:

- This task is designed to give players repeated practice saying a relatively short sequence of numbers. Students can think about the number that comes before or after a visible number in order to place each numeral card.
- If a student makes a mistake in placing the card, the mistake will likely be corrected during a future turn as the student attempts to place other numerals.
- Four copies of any sequence of numbers, each in a distinctive font or color, can constitute a deck. See CD Reference for the Four Kings deck sample and template. Simply substitute the terms in the desired sequence for the numerals 1–12 as they appear in the template.
- This activity works well with sequences of multiples and sequences students use to increment. For example, by tens on and off the decuple and by hundreds on and off the centuple.
- If a student consistently omits a number from a sequence, have that number function as the 'stopper' in the game.
- An enrichment activity is to allow students to modify the template to create their own new deck.