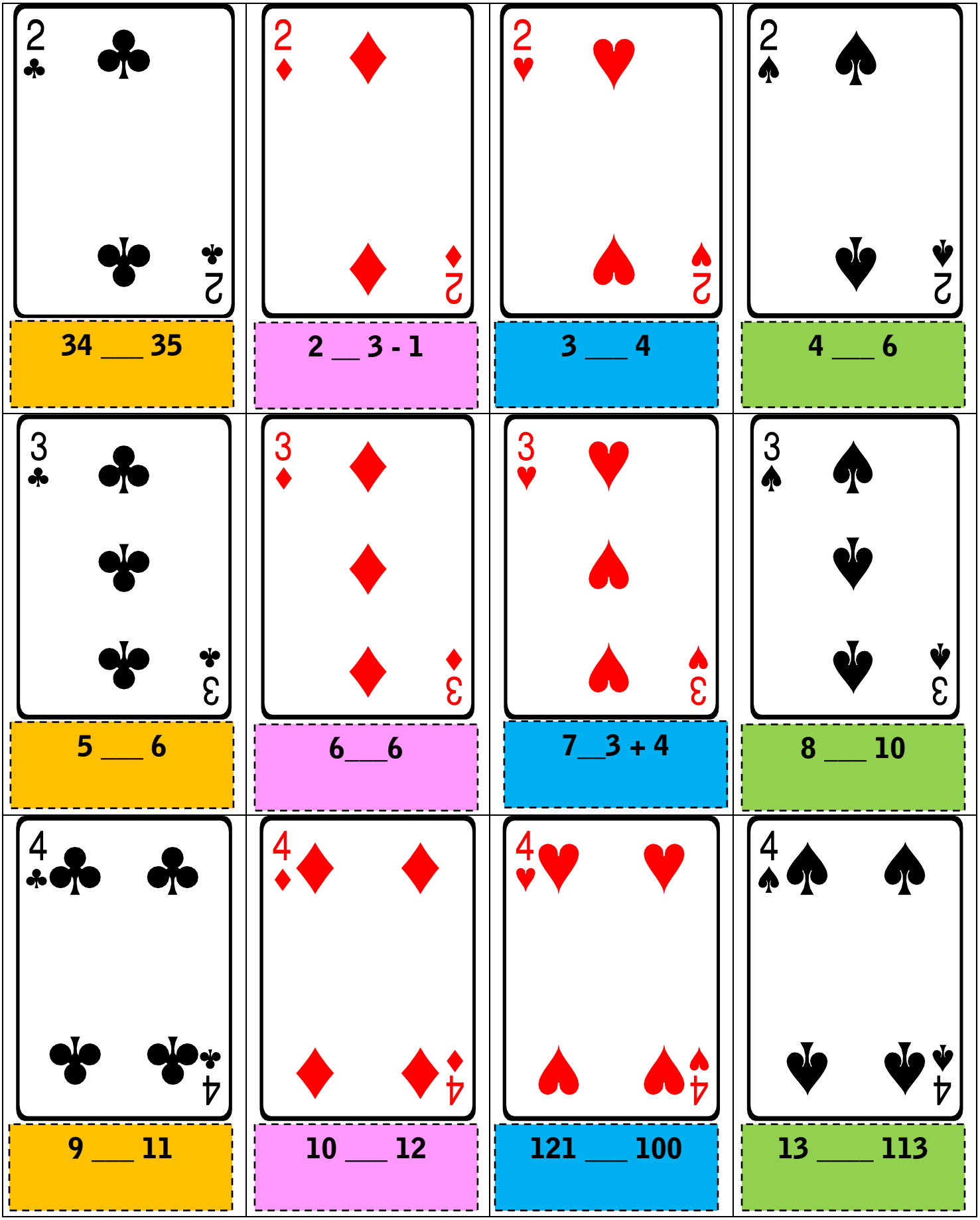
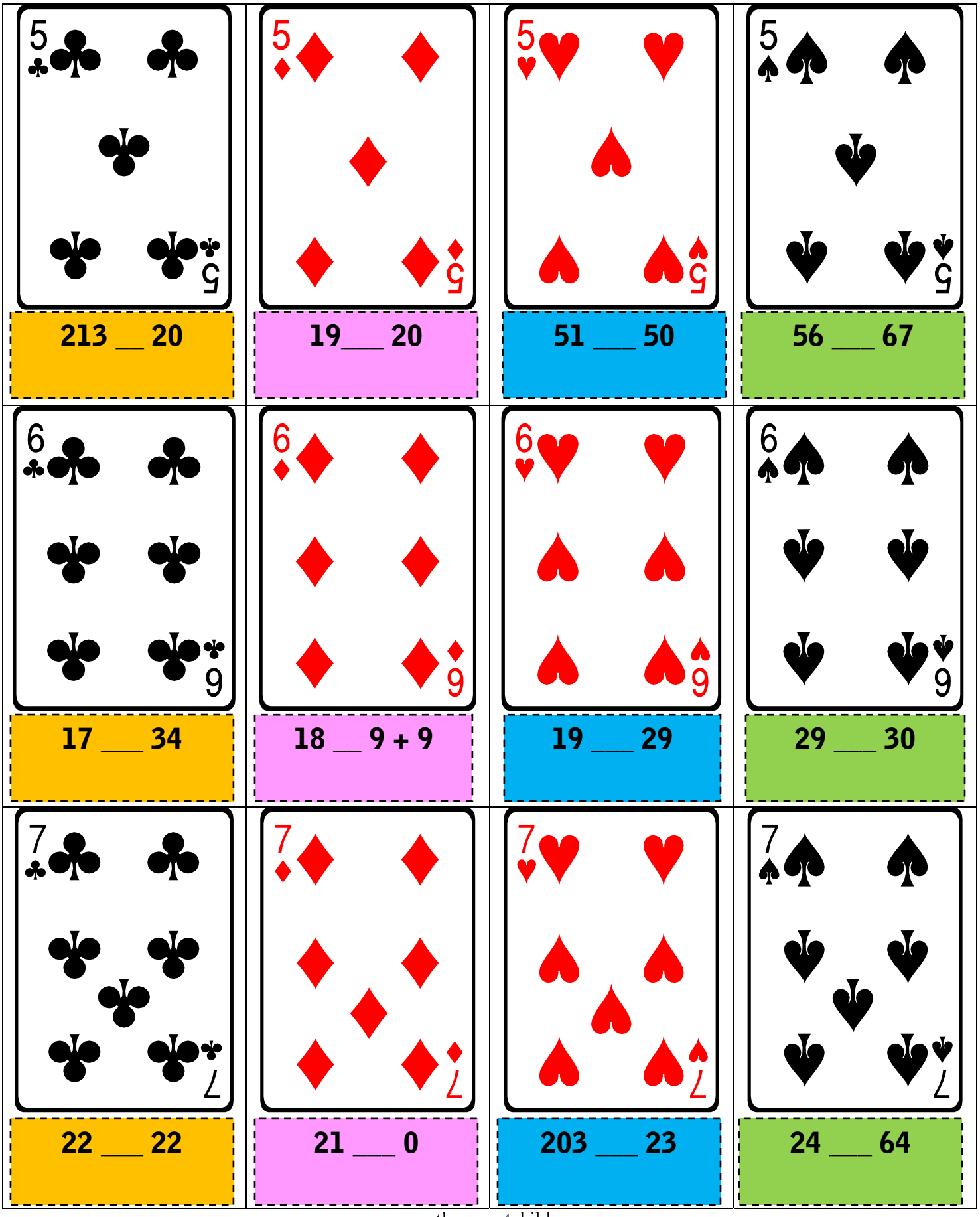
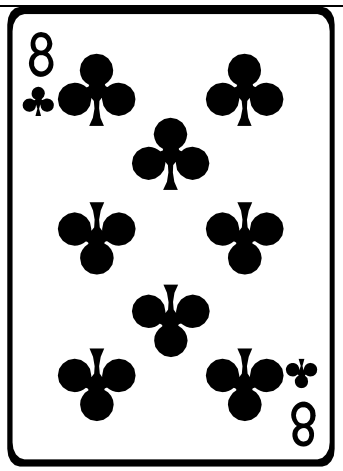
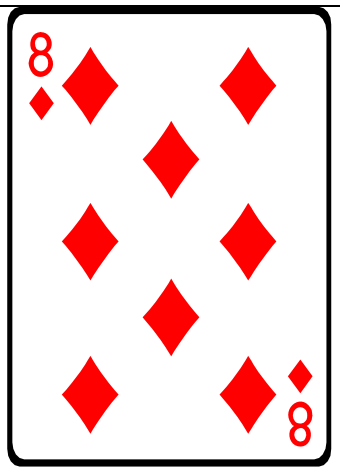
Round Table Card Game – Comparisons, <, >, =



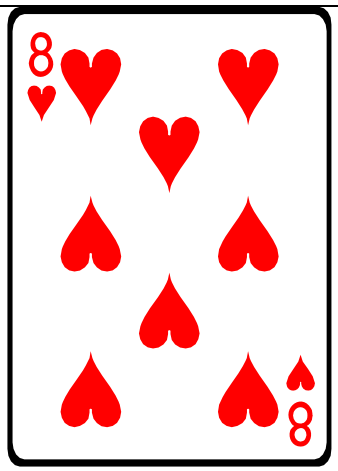

213 __ 20
19___ 20
51 ___ 50
56 ___ 67
17 ___ 34
18 __ 9 + 9
19 ___ 29
29 ___ 30
22 ___ 22
21 ___ 0
203 ___ 23
24 ___ 64



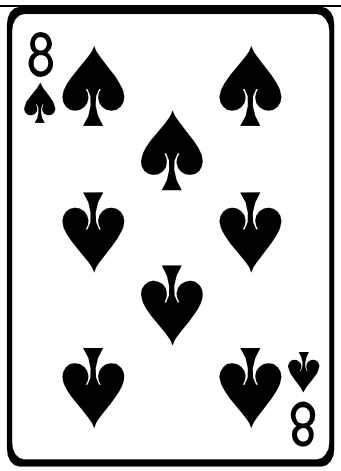
205 ___ 105



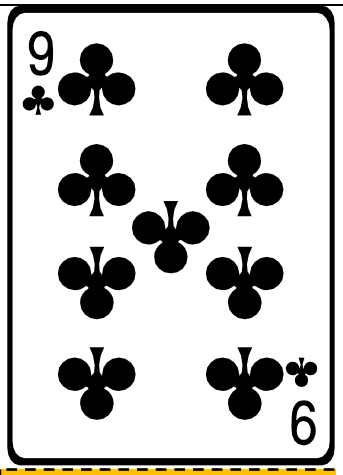
77 ___ 70 + 6



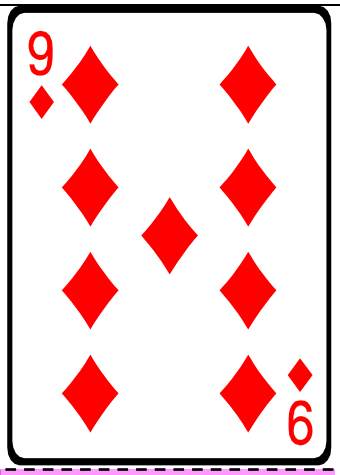
73 ___ 45



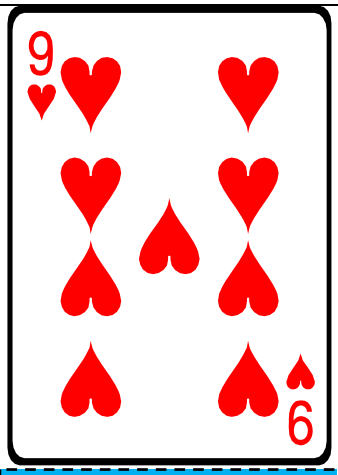
503 ___ 500



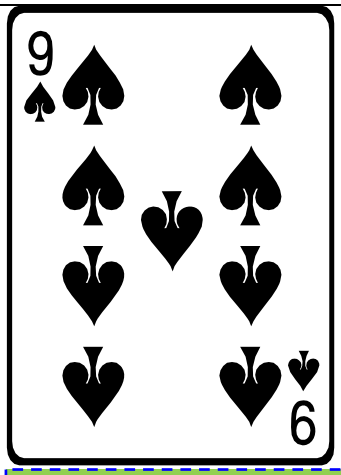
89 ___ 90



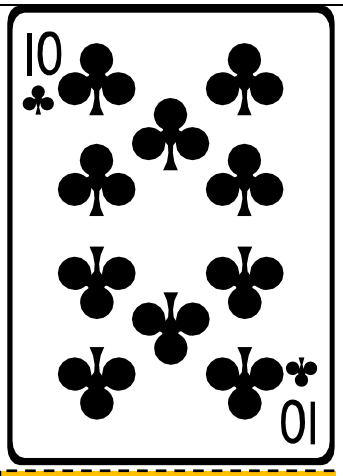
33 ___ 44



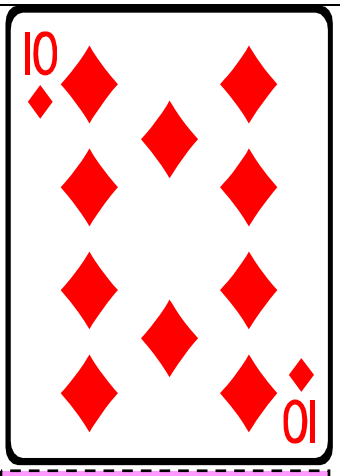
31 ___ 30



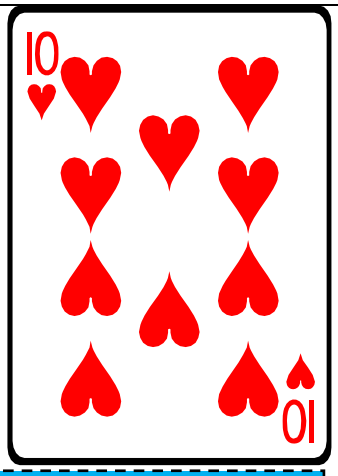
98 ___ 89



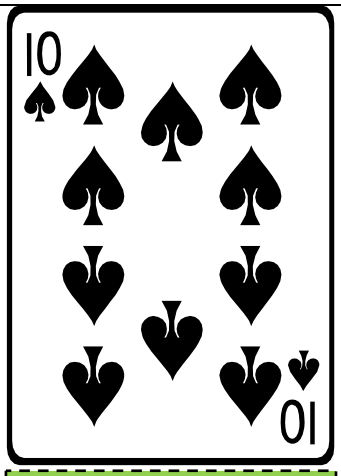
3,300 ___ 130



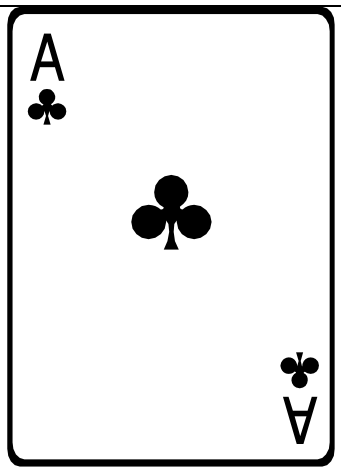
323 ___ 322



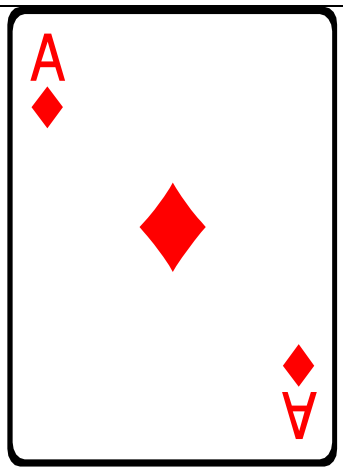
325 __ 600 - 9



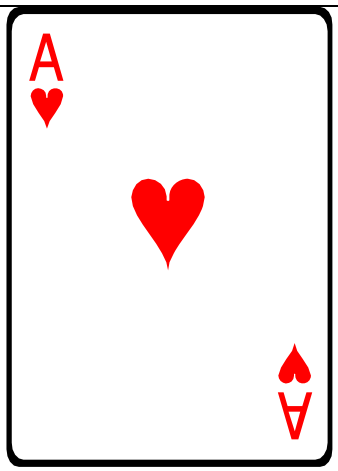
26 ___ 70



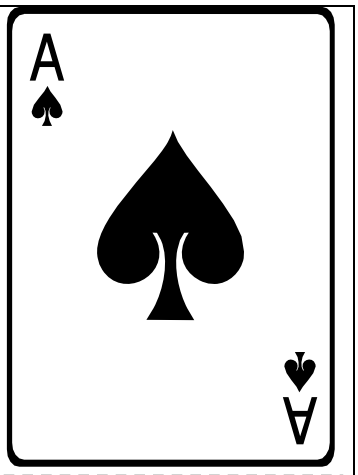
37 + 3 ___ 40



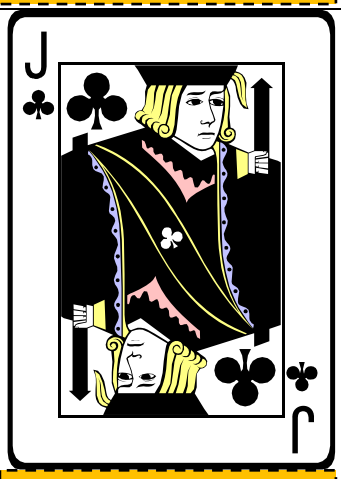
18 + 3 ___ 20



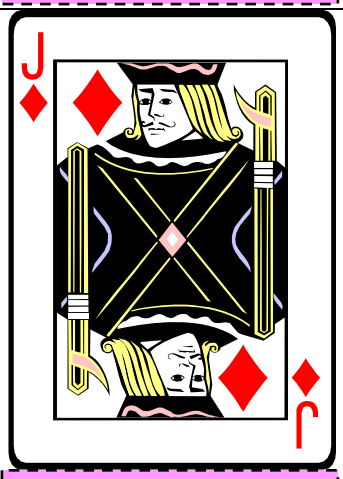
39 __ 29 + 10



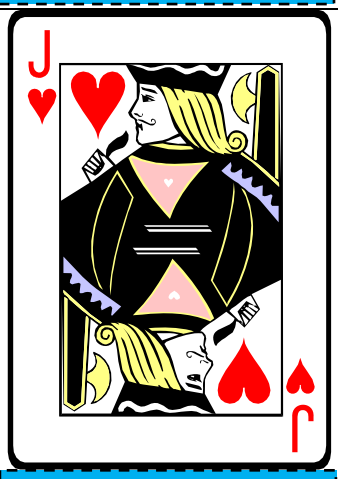
40 __ 2 x 20



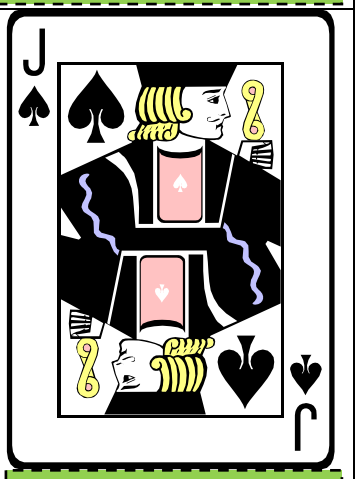
47 ___ 45



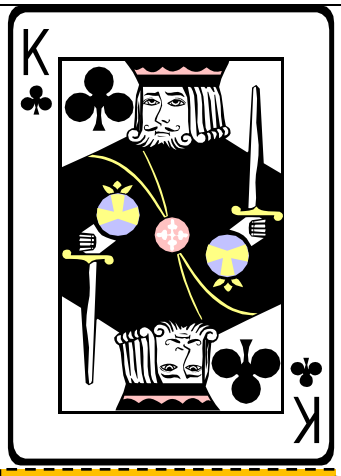
16 ___ 32 ÷ 2



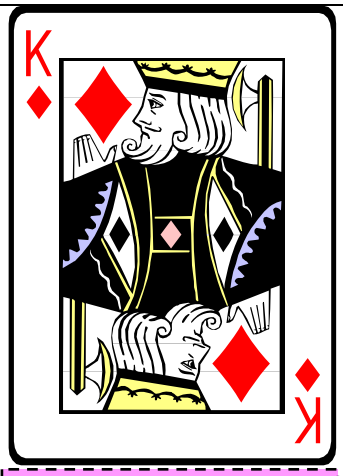
43 __ 6 x 10



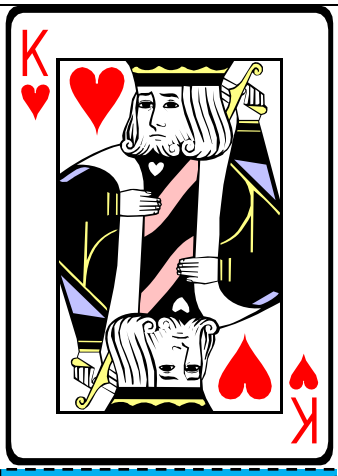
44 + 6 __ 53



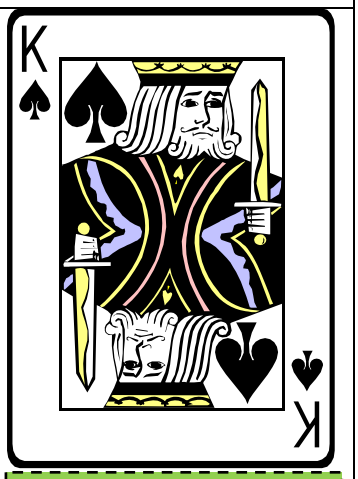
45 + 45 ___ 90



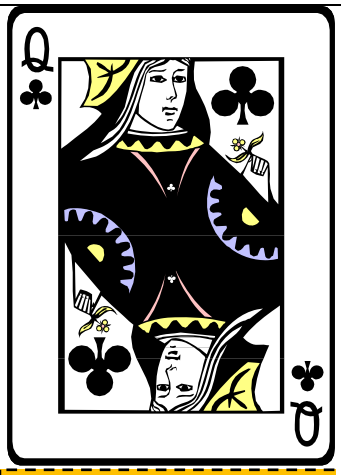
46 ___ 26 + 20



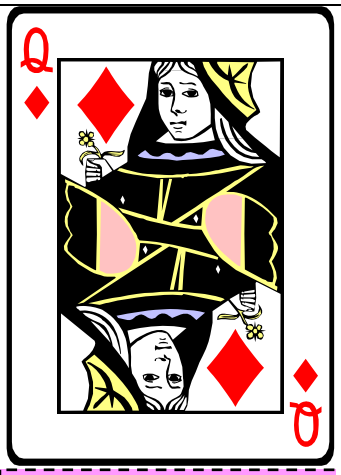
79 ___ 30 x 3



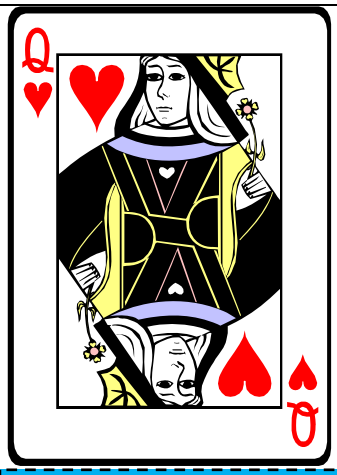
48 ___ 45



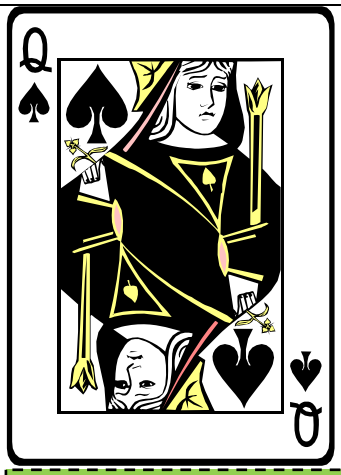
1/3 ___ 1/2



50 + 35 __ 67



51 __ 25 + 26



12 x 2 __ 26 - 2

111 ___ 11 x 3

117 __ 100 x 3

23 __ 46 ÷ 2

113 __ 14 + 99

Round Table Card Game

Points System

- **2 – 10** = Points according to number on card
- **J= 12 pts**
- **K= 15pts**
- **Q= 15 pts**
- **A = 20 pts**
- **Joker** = All your Cards x2

How to Play the Game:

1. This game is ideal for small groups. 6 should be the max and 2 the minimum. It can also be used for one-to-one teaching where the teacher is the other player. If you have large class, duplicate the game and play in different groups.

2. Shuffle the cards and put them face down. In class students sit around the table with pack of cards facing down on the table. Students take turns drawing a card each from the pack. Each student takes one card each time from the top of the pack. Every round, students pick one card and within a determined time (by the teacher) each student should say the answer to the question on his/her card; <, > or = in the blank spaces.

3. If a student can't give the answer or doesn't have it right, the teacher takes back the card and the student gets no point. When the first set of cards on the table get finish, the teacher should shuffle what he/she has collected and one more place it face down for the process to go on again until all the questions are answered by the students.

4. At the end of two or 3 rounds, students count their points according to the numbers on the cards. For example if you have a card with the number 2, you have 2 points. If your card has a 10, you have 10 points and so on. Keep playing until you exhaust the pack of cards.

Then the high point cards: **J= 12 PTS , K= 15PTS Q= 15 PTS , A = 20 PTS ,**then a **JOKER** = Doubles the points on all the cards you have. Paste the points system card on the board for students to see while they play. You may want to reduce the amount of Jokers to two or one if you wish. Lots of Math Practice and Fun. See more games at: www.mathgames4children.com