



Divide the deck into two piles

1. Put all the face cards in one pile. This is the **CHANCE** pile.
2. Put the remaining cards, including Aces (Aces = 1) and Jokers, into a second pile. This is the **CHOICE** pile.

Remember the point values for face cards (Jacks = 25, Queen = 35, King = 45) but keep this to yourself. Point values for the other cards = the number on the card. Jokers have no point value.

Dealing to players

1. Tell players the face cards are **CHANCE** cards and that the other pile contains **CHOICE** cards.
2. Deal each player one **CHANCE** (face) card face up. Remember its value in your head.
3. Set aside the **CHANCE** card pile.
4. From the second pile, deal each player one **CHOICE** card face down and tell the player this is the **RISK** card.
5. Ask each player to select as many **CHOICE** cards as they want. Place each **CHOICE** card face up in front of the player. Ask player #1 "Would you like a **CHOICE** card? How about another? Another?....." Keep asking until the player says "No." Ask player #2 and the remaining players in order the same questions.
6. Pick up the face down **CHOICE** card and reveal it. Add up the number value of the **CHOICE** cards (in your head) for player #1.
7. Make your determination as to the player's status -- **OVER**, **UNDER**, or **OUT** -- and tell the player this status.
8. Move on to the next player until all players have been assigned a status. Call this Round One.
9. Shuffle the two piles and, when players are ready, begin Round Two.

Status Determination and What to Tell Students

Tell the players **only** the names of the two card piles, which card is the RISK card, and the player's status -- **nothing more**.

- If the **CHOICE** cards total value is **equal to or greater than** the **CHANCE** card value, tell the player "You're Over." -- Remember, say nothing more.
- If the **CHOICE** cards total value is **less than** the **CHANCE** card value, tell the player "You're Under."
- If one of the **CHOICE** cards is a Joker, tell the player "You're Out."





Overview

1. Follow the dealer's instructions and develop ideas about what this game models.
2. Work to determine the "rules" of the game by playing and observing.

Specific Procedures

1. Play and make general observations during Round One.
2. After Round One, discuss with other players at your table what you observed and develop some possible predictions about the rules of the game.
3. Decide on a way to gather and organize data during each subsequent round. A table or graph will make this data easy to view for later sharing.
4. Continue playing rounds and gathering data.
5. Following each round, feel free to reassess your ideas and decide if you want to continue with data collection as is or consider any new predictions you have about possible rules.
6. Don't badger your dealer about the rules; all dealers are sworn to secrecy.



Conclusions:

1. Outline the rules of the game you've determined.
2. Use your data to justify the rules you've outlined.

For Sharing (on poster):

- Round One observations
- Predictions (early on and/or revised)
- Organized Data (table and/or graph)
- Conclusions (final rules with justification)



What's the Deal Whole Group Discussion Questions

1. What is the underlying assumption about our game?
2. Was evidence easy or hard to collect and organize?
3. So, what rules of the game do we know?
4. What does this game model?
5. In the modeling context, what do you think the **CHANCE** cards represent? Why are there level differences?
6. What do you think the **CHOICE** cards represent?
7. What do you think the Jokers represent?
8. What do you think the **RISK** card represents? Why was this card placed face down?