

## GO FISH: Distributive Property

Directions: This classic card game is designed as a classroom station for groups of four. However, students could play in pairs or in larger groups. It works perfectly in stations as it is easily differentiated. As students are rotating from one station to the next, you can grab the stack of cards and remove some pairs to modify the game for a lower level group. Print the cards double-sided and laminate the pages before cutting them out. You can also laminate the directions below to keep at the station.

## GO FISH

Group

- Shuffle the cards and pass out four to each player.
- · Lay the rest in a pile face down on your desk.
- The player left of the dealer goes first.
- If you have two equivalent expressions, lay them down.
- If not, ask a question like, "Does anyone have an expression equivalent to 12+18?"
- If someone has the card, they must give it to the player who asked. Otherwise they say, "GO FISH!"
- If the player picks up a match, they may lay them down. Otherwise, it is the next player's turn.
- The game continues until all the cards are gone.
- The player with the most pairs at the end wins.

3(4 + 5)	4(6 + 7)	2(9 + 10)
12 + 15	24 + 28	18 + 20
5(5 + 8)	6(2 + 3)	9(1 + 2)

4(3 + 8)	2(7 + 11)	8(3 + 4)
12 + 32	14 + 22	24 + 32
7(2 + 5)	5(4 + 3)	3(3 + 7)
14 + 35	20 + 15	9 + 21

show What You Know!	Name:
Math Station Work	Station:
1.	2.
3.	4.
٤	<u>k</u>
	0.
7.	8.