

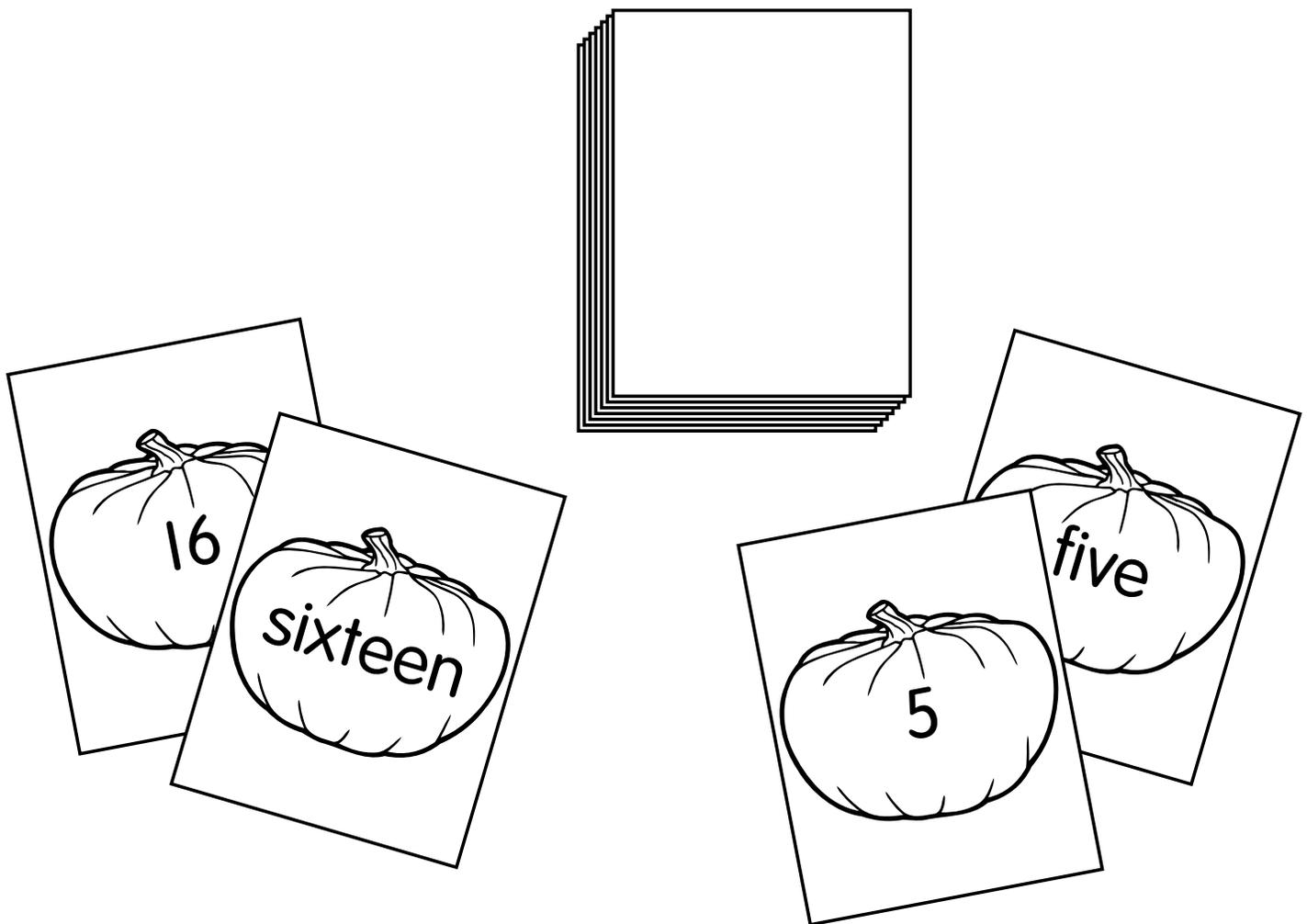
Pick-A-Pumpkin Number Match-Up

Directions:

1. Divide the class into groups of two to four students, and give each group a set of pumpkin cards. (The blank pumpkin cards are for the variation described below.)
2. Have students cut apart the pumpkin cards and shuffle them. Instruct one student to deal five cards to each player and place the remaining cards facedown in a stack in the center of the table.
3. Have students play the game just like "Go Fish," matching the cards with numerals to the cards with number words. Instead of "Go fish," have students say, "Pick a pumpkin!"
4. The game ends when one player is out of cards. The player with the most pairs wins!

Variation:

For students in 2nd grade and above, create your own game to reinforce addition, subtraction, multiplication, or division. Print the blank pumpkin cards instead of the cards with number words. On the blank cards, write math problems that equal numbers 1 to 18 (one problem for each number). Then invite students to play the game using the same rules as above—only matching each math problem to its answer.



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