

 **WHAT IS IT? (RATIONALE)**

This is a warm up activity that gets students moving while helping them to practice their mathematical skills.

 **GETTING STARTED (PROCEDURES & MATERIALS)**

The materials needed for this activity include: a deck of playing cards, a room, and children.

To begin this activity, have students form pairs and each person picks up a playing card found in the middle of the room. Once the students have a playing card, together with their partner, they will decide what station to go to based on the suits of their playing cards. For example, if one person had hearts as his/her suit and the partner had diamonds as his/her suit the two of them would have to decide as a team to go either to the heart's station or diamond's station. If both people in a group had clubs, then they could only go to the club's station.

At each station, students are required to do the activity that is listed. For example, at the heart's station students would be required to do ten jumping jacks. After each pair decides on which station they are going to, the teacher will call out either to add, subtract, or multiply the pair's cards together. Once the pair has come up with their number, they will see if that is the highest number amongst the other pairs at their station. If it is the highest number, then that pair only has to do half the amount of work that is required. For example, instead of doing ten jumping jacks, the pair would only have to do five. Everyone else would have to do ten jumping jacks at the station. After a pair finishes at a station, they will return their playing cards to the center of the room and each person would select another card. This activity is then repeated.

 **ADAPTATIONS**

- A. Allow each station to be adapted to the needs of special children. For instance, one station could be where students practice shooting hoops. This would allow wheelchair students to participate. For younger children have them determine which card is higher or lower in value.
- B. To make the activity easier, use 10 for the values of Ace, King, Queen, and Jack. For a more difficult exercise, keep cards at traditional values of 1, 11, 12, and 13, respectively.

 **DEVELOPED BY:**

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**DOMAINS ADDRESSED**



**BODY IMAGE**  
**LATERALITY**  
**FOLLOWING DIRECTIONS**  
**SEQUENCING**  
**LANGUAGE**



**BALANCE**  
**GENERAL COORDINATION**



**STRENGTH**  
**FLEXIBILITY**



**BEST EFFORT**