

Attachment (Rules for the Card Game)

- Divide students into groups of four
- Students alternate pulling cards from the deck
- Student who pulls card answers the question
- Student keeps card if no one in the group objects to his answer
- If someone objects, teacher is called over to decide if the answer was correct
- If the answer was incorrect, the person with the objection takes the card
- If the answer was correct, the person who objected loses a card
- Game is over when the deck is exhausted, person with the most cards wins.