



Quick Draw

Description

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Students practice controlling themselves during an interactive card game.

Supplies

- Deck of cards with Jacks, Queens, Kings and Aces taken out

How to Play

1. Have students sit in a circle.
2. Explain that the goal of this game is to be the student with the most cards in their hand.
3. Tell them that they can earn cards by being the first one to correctly answer a math problem.
4. Explain that you will flip over two cards in the center and the first student to answer the math problem and put their hands on the cards will be the student who gets to take those cards.
5. Decide what type of math problem you want your students to do based on their grade and age level. Possible math problems for them to compete in:
 - Add the sum of the two cards together
 - Subtract the smaller number on the two cards from the larger number on the two cards
 - Multiply the two cards together
 - State a greater than, less than or equal to statement
6. After going through the entire deck, have students count their cards and the student with the most is the winning student.
7. Multiple rounds can be played switching up the math problems each time.

Activity Prompts for Reflection

- How difficult was it for you to control yourself when someone else was faster than you at answering the problem?
- When was it difficult for you to control yourself during this activity?
- What emotion did you feel when you were the fastest to answer?
- Was there anyone who helped you to stay in control during this activity?

Other Ways to Play

- Pair students up and give them each the same number of cards. Have them both flip them over at the same time and answer the math problem. The student who answered first gets to add those cards to the bottom of their hand. Once time is up have students count their cards and the student with the most cards is the winner.
- Instead of putting their hands on the cards when they know the answer, have students jump up to make this activity more active.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 15-20 minutes

Themes

1. General