



## War with a Twist

► **Materials:**

- Standard deck of 52 playing cards
- Paper
- Pencil
- Calculator

► **Directions:**

Students play in pairs.

The playing cards are divided equally among the two players. Each player turns two cards face up and determines the probability of randomly selecting those two cards, by suit. The player with the greater probability takes all four cards and places them at the bottom of their stack. If there is a tie, players find the sum of their two cards. The player with the greater sum then takes all four cards. In the case of a second tie, each player turns one more card face up and repeats the process. Play continues until one player runs out of cards, or time is called.

► **Who Wins?**

The player with all the cards, or the player with the most cards when time is called, wins.

► **Tip:**

In the case of a tie, an ace is worth 1 point, a jack is worth 11 points, a queen is worth 12 points, and a king is worth 13 points.