

How To Play Krypto



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Rules

- Players can only add, subtract, multiply, or divide the five playing cards in any order to equal the "target" card.
- Each of the playing cards must be used once and only once.
- The first player with a solution calls "Krypto" and has 30 seconds to explain the solution.

The Deck

- 56 Cards from 1-25
- 3 Each from 1-6
- 4 Each from 7-10
- 2 Each from 11-17
- 1 Each from 18-25
- For beginning students, try 1-10.

Rules


- If the player states a correct solution, he/she gets one point.
- If the player states an incorrect solution, he/she loses one point.
- At the conclusion of each round, a new hand is dealt.
- If no player can find a solution in 3 minutes, a new hand is dealt.

Rules

- Five cards are dealt (numbers up) across the center of the table. These are the playing cards.
- A sixth card is dealt below. This is the "target" card.
- Each player attempts to use the playing cards to reach the "target" number.


Technique: Zero

- If one card is equal to the target card and two others are the same, subtract the two to get zero



$9-9=0$
 $0*5=0$
 $0*7=0$

$6+0=6$



0 0 0

Technique: One

- If one card is equal to the target card, try to get the others to equal one.



$$\begin{array}{l} 9/9=1 \quad 6*1=6 \\ 7-5=2 \\ 2-1=1 \end{array}$$

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Relay Race (cont)

- Beginning with player #1, they must write their solutions to Krypto #1. They then pass the paper to player #2. This continues until each member has solved for their corresponding target card.
- Teams are permitted one pass per group.
- If a team member chooses to pass, they must then solve for the "pass" target card. The paper of solutions continues to go around the table, with the pass card solver writing their solution last.
- The first team to complete their 4 solutions correctly wins!

Technique: Smaller #'s

- If there are large numbers, perform operations on them to make them smaller and easier to work with.



$$\begin{array}{l} 25-20=5 \quad 8-5=3 \\ 12/6=2 \\ 10-2=8 \end{array}$$

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Team Krypto

- Set up teams with 4 students per team.
- Number each team player from 1-4.
- The teacher has all number 1's stand. The teacher writes the Krypto hand on the board and the standing students try to solve it. Whoever solves it correctly first gets a point for their team.
- This continues until all students have had a chance to compete. The students are then renumbered at each table to compete again.
- The team with the most points after four full rotations wins!

Relay Race

- Set up teams with 4 students per team.
- Number each team member 1-4.
- Use one sheet of paper per table beginning with team member #1.
- Deal five cards and write them on the board horizontally.

Example: 19 12 7 10 3

- Write 5 target cards on the board vertically.

Example: Team Member #1=5
#2=16
#3=25
#4=8
Pass=17

Sprint Game

- Place one piece of paper in the center of each group of three to four students.
- Deal five cards and write them on the board or overhead.
- Have the students find the solutions for all target cards from 1-25 in order.
- Their solutions must be in order on the paper with the completed solutions.
- Give students from 10-15 minutes to complete as many solutions as possible.
- When their time is up, exchange papers with another group to check their solutions.
- The team with the highest number of correct solutions wins!

Individual Sprint Game

- Write the numbers 1 – 25 on the board with a decent amount of space between them.
- Deal five cards and write them on the board or overhead.
- Students will individually find as many of the solutions for the target numbers 1 – 25 as they can.
- When a student finds a solution to a target number, he/she goes to the board and writes the full solution next to the target number along with their initials.

Individual Sprint Game (cont)

- The teacher checks the solutions for correctness. If a solution is incorrect, it gets erased. The class now has the chance to solve for the incorrectly solved target numbers.
- Each target number can only receive one solution (first come, first served).
- When all of the target numbers are filled in (or 10 – 15 minutes has elapsed), the game is over.
- The person with the most correct solutions is the winner.

Pot Luck Krypto

- Set up groups of students with 6 in each group.
- Number each player from 1-6.
- Each group will deal six cards horizontally on the table.
- The person who is numbered as one will solve the hand using the first card dealt as their target card and the other 5 cards as their hand.
- The person who is numbered as two will solve the hand using the second card dealt as their target card and the other 5 cards as their hand. This continues with students numbered 3-6 also.
- The first student to correctly solve for their target card wins the hand and receives one point.
- The first student to reach 5 points wins!