

Rock, Paper, Scissors
a game for two people

Mathematical Purpose: adding integers.

Object: The object of the game is to have the most points at the end of five rounds.

Materials: Tile spacers and paper to record the scores.

Scoring: The winner of a round gets plus tiles and the opponent gets minus tiles in the amounts shown in the table below.

| | |
|-----------------|------------------|
| Rock wins +++ | Scissors lose — |
| Paper wins ++ | Rock loses — — — |
| Scissors wins + | Paper loses — — |

How to Play the Game:

- At the same time as your teammate, shake your fist three times and then display either a closed fist for “rock,” a flat hand for “paper,” or a partly closed fist with two extended fingers for “scissors.”
- Rock beats Scissors (because rock blunts scissors), Scissors beat Paper (because scissors cut paper), and Paper beats Rock (because paper can wrap-up rock).
- Record your points on a table like the one below.

| Round | (Your Name) | (Your Partner's Name) |
|-------|-------------|-----------------------|
| 1 | | |
| 2 | | |
| 3 | | |
| 4 | | |
| 5 | | |
| Total | | |

- Repeat this procedure a total of four more times.

How the game ends: You have completed five rounds. The person with the highest sum of tile spacers is the winner.