

House of Cards

Objective Each team builds two towers of cards as tall as possible in two minutes.
Each team has either 3 or 4 people.

Equipment Index cards of different colors, measuring tapes, timer, and score sheets

Each partner gets 4 cards of a color different from his/her partner.

Solo players have 8 cards of one color.

For example, in round one if player A has 4 green cards, player B could have 4 white cards.

In **teams with 3 people** on the team, a solo player has 8 white cards and a measuring tape.

In **teams with 4 people** on a team, each of the players has 4 cards of a color different from their partners.

Sequence

- A. Study the rules.
- B. Develop a plan.
- C. Test the plan by building the towers.
- D. Analyze the results.
- E. Synthesize plans to improve the scores.
- F. Analyze the results.

Rules (There are no limits to your strategy other than the following rules.)

- 1) You must start the game with your cards lying flat on the table.
- 2) A player may touch only his or her own cards. You may not touch your partner's cards. No one may touch your cards except you.

Collaborating partners build one tower together.

Solo player builds a separate tower alone using 8 cards. (No one is solo in teams of 4.)

- 3) You may fold or tear your cards as you choose. You may only use your index cards to build the tower – you may not use other materials.
- 4) The tower must stand on its own for at least 5 seconds without support while you measure your tower.
- 5) You **do not** have to wait until the end of the game to measure.

If the tower falls you may rebuild it.

Score: Your score is equal to the height of the tower in centimeters. (round to whole numbers)

- Subtract one centimeter for each time you touched your partner's cards.
- If you rebuild, only the tallest tower is scored.

Match

The objective of a match is to beat your previous best score.

- A match consists of three games.
- Add all team scores after each game. **The group loses if the total does not improve. The group wins if they can improve the total score.**