We can "Poker" most main Math Standards into a table, or electronic online game of Poker, where students will be engaged in competition, which they love. We can turn many essential standards, into popular games. Games like Hangman, Tic-Tac-Toe, and more...

The student Gaming Possibilities are endless...  $\infty$ 

This is a sample of "Slope Poker."

I also have Poker to teach: Stats, Quadratics, and we can design more. To even distribute at your local "Walmart."

Most popular classic games, table games, online games, can be turned into engaging lessons of the Math Essential Standards.

#### SLOPE POKER.

[5 Cards per PLAYER @ all times. 4 players MAX.]

- **1. Straight Suited Flush**. The best possible hand, all of the same suit of the highest 5 slope values.
- 2. Straight Flush. Five cards of the same suit in sequential order.
- 3. Four of a kind. Four cards of the same value.
- 4. Full house. Three cards of same sign "Three of a kind and a Two pair."
- 5. Flush. All 5 cards of the same "suit" (and different slope)
- 6. **Straight**. Different suits, but with 5 cards in order from smallest slope value to greatest in order. There are 4 negative slopes and 4 positive slopes.
- 7. Three of a kind... 3 same kind of slope. Beats a two pair.
- 8. Same sign flush ... All 4 cards negative or positive with 5th card being zero or undefined
- 9. Two of a kind... Two of a kind slope, same slope on 2 cards. [2 of these = "Two pair"]
- 10. The Higher combination of Slope Values wins in other scenarios. Positive > Negative. So there are never any "ties."
  - 11. **Undefined** has no value. Zero > Undefined.
  - 12. <u>Deck of Slopes</u> contains 10 Hearts, 10 Clovers, 10 Diamonds, 10 Spades and 2 Jokers. **Jokers = Wild. {1 Undefined per, 1 Zero slope per, 4 (-) and 4 (+) slopes}**
- **13.** One blind to play a round. Dealer shuffles & deals. Players decide how much to "be in" for pending the cards they have. Players can substitute from dealer once. [4 Cards tops]













