

Krypto

Description:

Use 5 cards dealt at random with math operations (+, -, x, ÷) to arrive at the number on the target card.

*** KRYPTO can be played many different ways; for this competition the following rules will apply. ***

Number of Participants: 2

Approximate Time: 20 minutes (5 minutes for instructions, 15 minutes for play).

The Competition:

1. Two players from each school make up a team. Players from the same team will compete at separate tables and their scores will be added together for the team score.
2. A judge will deal out 5 cards with the numbers facing up to work with to create the target card. The sixth card will be the target card.
3. Participants will use addition, subtraction, multiplication and/or division to combine the first five number cards to create the number on the sixth card. Each number must be used one time only. **(Negative numbers, square roots, decimals, etc., may not be used. Two whole numbers may not be divided to result in a quotient being a fraction)**
4. When players feel they can use all 5 cards to equal the target card, they call out "Krypto" and raise their hand. If there is not a player response after 45 seconds, the judge may declare a hand unplayable and turn over a new set of 6 cards.
5. Once Krypto is called, students have 15 seconds to explain the solution verbally. During this time the player may make corrections without penalty. No one other than the player giving the solution may talk during this time.
6. The judge will determine if the solution is correct. If a player solves the problem incorrectly or does not explain their solution within the time limit, play will resume on the same hand.
7. Points will be awarded as follows:
 - 1 point for a correct solution
 - 1 additional point if division is used anywhere in the solution
 - 1 point for each incorrect solution **(Negative points are possible.)**
8. The judge will announce the "last hand" for the round and stand by this decision.
9. **6TH GRADE ONLY: A fraction supplement deck will be used with the regular Krypto deck. A maximum of 2 fraction cards may be played per Krypto deal. A fraction may not be the target card.**

Scoring:

The team with the highest total number of points will be declared the winner.

Materials Supplied by the District:

- Judges
- Krypto cards
- Timers

Participant resources:

<https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Primary-Krypto/>

(Be aware, the regular deck of KRYPTO cards has numbers up to 25)



Krypto
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-In the App Store