

Matching Pairs Game

Preparation:

- The two sheets of the '**Pairs Matching Game**' should be photocopied onto different coloured card, cut out and placed face down on the table.
- Arrange the students into groups of 3 or 4.

The Activity

- Each student takes it in turn to pick up one card of each colour. If the student thinks that the two cards are equivalent they keep the matching pair.
- Students can challenge if others think that the cards are not equivalent and the issue discussed until a consensus is reached.
- If the student thinks the cards are not equivalent then they show the cards to everyone else in the group and replace them face down on the table.
- The person with the most pairs at the end of the game is the winner.

Although students are competing against each other they usually help each other to decide if a pair is equivalent. However they do not help each other remember where a certain card is so it is not always the ones who are best at indices that win.

At the end of the activity ask each student to explain one of their pairs to the class.

This is also quite fun using an interactive whiteboard with numbered cards and the class divided into groups. When a group calls out two numbers the covers of those cards can be removed and then either awarded or the cover replaced if they are not a pair. It does encourage group and class discussion.

$8^{\frac{2}{3}}$	$(-1)^{\frac{1}{3}}$	$9^{\frac{3}{2}}$	$16^{-\frac{1}{4}}$
$\left(\frac{1}{2}\right)^{-3}$	$\left(\frac{2}{5}\right)^{-2}$	$\left(\frac{1}{9}\right)^{-\frac{1}{2}}$	$36^{-\frac{1}{2}}$
$\left(\frac{1}{3}\right)^{-2}$	$\left(\frac{16}{25}\right)^{\frac{3}{2}}$	$\left(\frac{3}{2}\right)^{-1}$	$4^{-\frac{3}{2}}$
$\left(\frac{1}{8}\right)^{-\frac{1}{3}}$	$(-1)^{-2}$	$\left(\frac{1}{5}\right)^{-1}$	$\left(\frac{4}{9}\right)^{-\frac{1}{2}}$

$\frac{2}{3}$	$\frac{1}{8}$	$\frac{1}{6}$	$\frac{64}{125}$
$\frac{3}{2}$	4	1	$\frac{1}{2}$
8	-1	9	3
5	$\frac{25}{4}$	27	2