# Math Magic: The Mystery of the Magic Cards 

Issue \#4: A fun game which can work at many levels... (grades 4-12)
An Index of All Math Magic Activities
A COOL TRICK WHICH EMPOWERS STUDENTS TO BE A MAGICIAN, PRACTICES MENTAL ADDITION FACTS, ALLOWS FOR INDIVIDUAL DISCOVERY, AND HELPS PROBLEM SOLVING

| A | B | C | D | E |
| :---: | :---: | :---: | :---: | :---: |
| 16171819 | 891011 | 4567 | $\begin{array}{llll}2 & 3 & 6 & 7\end{array}$ | 1357 |
| 20212223 | 12131415 | 12131415 | 10111415 | 9111315 |
| 24252627 | 24252627 | 20212223 | 18192223 | 17192123 |
| 28293031 | 28293031 | 28293031 | 26273031 | 25272931 |

PREP: To work with a large group copy each of the cards above on $12 \times 18$ construction paper to be taped to a whiteboard or other viewing surfaced. For smaller groups, smaller cards will work.

## SUGGESTIONS FOR DOING THIS TRICK FOR THE MAXIMUM LEARNING EXPERIENCE:

1. Before you start, ANNOUNCE TO THE AUDIENCE: "If anyone knows this trick, do not shout it out. Check with the Magician, and he/she will test you, to let you be the magician for a few rounds."
2. Ask for a Volunteer to choose one number from the card above, write it on a piece of paper, and shared it with the others but not the Magician.
3. Then he or she will tell the Magician what $\mathrm{A}, \mathrm{B}, \mathrm{C}, \mathrm{D}, \mathrm{E}$ cards the number appears. The magician will quickly but secretly add the top left-most number in the cards identified.

Examples: 1) If the volunteer says the number appears only on cards C and E , the Magician knows the left-most number in C is 4 , and in $E$ is 1 , so $4+1=5$, which is the secret number revealed. 2) Cards $\mathrm{A}, \mathrm{B}$, and D mean adding numbers $16+8+2$ mentally to get 26 .
4. Repeat step 3-5 times verbally, but then emphasize the importance of making a list of the data (functions) you have discovered. Lastly, give a hint that the solution has something to do with the left-most number in the chosen cards. REMIND students not to shout out what is happening. As more and more see what's happening by a show of hands, have those who "get it" pair off with friends who they will lead but not tell, to the rule.
5. After that we can discuss as a class quick ways of adding the chosen left-most numbers. Hints: a) know ahead of time if all cards are chosen, the number is 31. b) determine if it's easier to add smaller to larger numbers $1+2+8$ first, or $8+2+1$, and so on. Then practice either with the group, or in small groups.
6. Lastly, I would challenge people as part of their homework assignment to try this trick on a family member, especially an adult, and see if you can help them discover the rule without telling them.

NOTES: a) pre-algebra students can have terms of commutative, associative principles of addition, b) lists generation a pattern leading to a Rule, algebra1, a determining a function $f(x)$. $c$ ) nice lead into computer counting systems (base-two or binary), other bases, and a greater understanding of our decimal system.

