

# Make 1.5

- You need**  a set of 36 cards made from the copymaster  
 a classmate

## Game

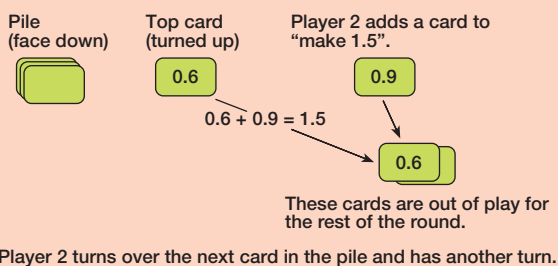
Ben and Renee are playing Make 1.5.

**Player 1** shuffles the 36 cards and deals 5 to each person. They put the remaining cards face down in a pile and turn over the top card.

**Player 2** must either “put down” or “pick up”.

If they can, they put down a card that makes 1.5:

### Example 1: the player can make 1.5.



If they can't make 1.5, they must either put down another card or take a card from the pile and add it to their hand:

### Example 2: the player can't make 1.5.

Player 2 can't make 1.5, so chooses to put down 0.4. Player 1 puts down 0.5 to make 1.5 or picks up another card.



If player 1 can't put down 0.5 to make 1.5, player 2 must then make 1.5 or pick up the 0.6 and 0.4 cards and add them to their hand.



The first player to run out of cards wins the round. The other player then adds up the values of the cards in their hand. This total, plus a bonus of 5 points, is added to the winner's total score.

**Example of scoring:**

Player 2 still holds these cards when player 1 finishes:



Player 1 gets  $0.9 + 0.2 + 0.5 + 0.1 + 5$  (bonus) = 6.7 points



Further rounds are played until one of the players reaches an agreed number of points. (Try 15 points to start with.)

Play Make 1.5 with a classmate.

**Activity**

If there isn't time to finish a round, Ben and Renee add up the numbers on the cards left in their hands and award the total to the other player. (If Ben's cards add up to 3.7, Renee gets 3.7 points.)

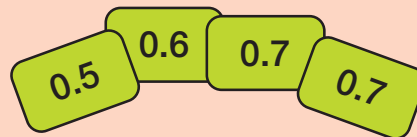
0.6, 0.7, 0.8 and 0.9 are "high cards". The player who has the greater proportion of high cards in their hand gets the 5 bonus points. (No bonus is awarded if the proportions are equal.)

Ben and Renee didn't finish these rounds. Who won them? How many points did each person receive?

a. **Ben**



Renee



b. **Ben**

0.9, 0.4, 0.6

Renee

0.3, 0.3, 0.7, 0.8, 0.8

c. **Ben**

0.9, 0.6, 0.4

Renee

0.2, 0.4, 0.6, 0.7, 0.8, 0.9

d. **Ben**

0.9, 0.8, 0.1

Renee

0.2, 0.8, 0.9, 0.9

e. **Ben**

0.3, 0.4, 0.7, 0.1, 0.1, 0.1

Renee

0.2, 0.5, 0.5, 0.5, 0.8