

## Rules for “I Have, Who Has” Games

Suggestions for teacher:

- Make two copies of the cards: one to cut apart, one to follow along with the students
- You may want to write the problems on the board or overhead as they are read, so that all students can try them
- Cards can be printed on card stock for durability

1. The first student reads his card. For example,

<b>I have:</b> $b^0$ <b>Who has:</b> $\frac{1}{b^k}$
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2. The student with the answer reads next. For example,

<b>I have:</b> $b^{-k}$ <b>Who has:</b> $\frac{x^m}{x^n}$
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3. Students continue reading until someone reads a question that has the answer that the first student read. For example,

<b>I have:</b> $x^{m-n}$ <b>Who has:</b> 1
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Sample from Logarithms Game:

<b>I have:</b> $\frac{1}{3}$ <b>Who has:</b> $\log_7 1$	<b>I have:</b> 0 <b>Who has:</b> $\log_2 16$	<b>I have:</b> 4 <b>Who has:</b> $\log_3 \frac{1}{243}$
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