Fresh Out Prime Time	For grades 5-6; Groups of 2-4 How to Play: 1. Remove the title, rules, and teacher questions. Shuffle the cards. Pass out 5 cards to each player. Stack the remaining cards face down to make a DRAW pile. 2. Beginning with the player to the left of the dealer and continuing around the group, one player asks any other player for a card needed to make the prime factorization of any chosen number. For example, if the player has "2" and "2" he or she could ask any specific player for "3" to have the prime factorization of 12. If the player asked has the card, it must be given to the asker. If not, the asked player says "Fresh	out" and the asker takes a card from the DRAW pile. 3. When a numbers are collected to make the prime factorization of a number, place it face up on the table for the group to see. 4. When a prime factorization is placed down, the player gets another turn. 5. Play continues until all players run out of cards. 6. Players earn points for each prime factorization played. Two card sets earn 2 points, 3 card sets earn 6 points, 4 card sets earn 10 points, five card sets and more earn 14 points. The player with the most points wins.	Teacher Questions to Ask During Play to Guide Learning 1. How can you figure out the prime factorization of number? 2. How can you determine a number based on its prime factorization? 3. What other number can you use to make the prime factorization of a larger number? 4. What different play can you make with the same cards to get more points?
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2	22	3	35
2	2	2	2
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4	7	6	23
2	2	2	2
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8	25	9	27
3	3	3	3
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10	28	11	32
3	3	3	3

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