



## LEARNING WITH:

## LOST CITIES THE CARD GAME

### ABOUT THE GAME

**# of Players:** All    **Grade:** 3<sup>rd</sup>-5<sup>th</sup> grade    **Time:** 30-45 min  
**Subject:** Math (Mental Math)

The object of the game is to gain points by mounting profitable archaeological expeditions to the different sites represented by the colored suits of cards. On a player's turn, they must first play one card, either to an expedition or by discarding it to the color-appropriate discard pile, then draw one card, either from the deck or from the top of a discard pile. Cards played to expeditions must be in ascending order, but they need not be consecutive. Handshakes are considered lower than a 2 and represent investments in an expedition. Thus, if you play a red 4, you may play any other red card higher than a 4 on a future turn but may no longer play a handshake, the 2, or the 3. Players play their cards until the draw deck is empty. Players then score points depending on what cards they put on each expedition, after paying the expedition cost.

### WHAT THE GAME TEACHES

Lost Cities the Card Game is an exceptional game that puts players on a journey with their mental math. Each expedition is going to cost 20 points at the end of the

round. Knowing that, players must use the cards at their disposal in the best possible way to maximize points. Players can see their opponent's cards that have been played and knowing that there is only one copy of each number in the deck available for each of the expeditions makes the game competitive. For instance, if your opponent has already played the 2 and 3 card for the blue expedition, there would be no reason for not starting with a 4 on your side for that expedition, however, starting with a 7 card may be risky because the 5 and/or 6 may make its way to your hand before your opponent places any other cards on their side. You would have to discard this card and your opponent would be able to claim those points. The end of the game has a scoring component that can be used as a multi-function problem. Players will add up all the numbers in each expedition, then subtract 20 from the total (this is the expeditions cost), the remainder is the total number of points from that expedition. Handshakes can only be played at the beginning of the expedition (before the 2 card) but they count as multipliers for the cards played after the expedition cost is paid.

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Please contact us if you have any questions about this game, or if you would like to know about more games that can help make learning fun!

## EXAMPLE LESSON PLAN

**Prep Time:** Students will set up the game

**Material Usage:** Lost Cities Card Game

**Standards and Learning Objectives:** Make sense of problems and persevere in solving them. Relate a problem to prior knowledge. Recognize there may be multiple entry points to a problem and more than one path to a solution. Analyze what is given, what is not given, what is being asked, and what strategies are needed, and make an initial attempt to solve a problem. Evaluate the success of an approach to solve a problem and refine it if necessary.

**Instruction:** Allow students to play the game. At the end of each round, have the students write each expedition as an equation. For instance, if the blue expedition has a handshake, 3, 4, 6, 7, and 10. The equation would be:  $(3+4+6+7+10 - 20) \times 2 = 20$ . Doing this for each expedition will allow students to practice their order of operations 5 times each round.

**Guided Practice:** If this is the students first ever game of Lost Cities, their first round will be used as a learning round. Making the best decision for what is in their hand, in the discard pile, and on their opponents' side of the board will come after a couple rounds of play. At the end of the round, while scoring is taking place, students can see how their decisions affected their ending score. The best part of Lost Cities the Card Game is doing the quick mental math on your turn to find out what the best option is for you to take. Students playing for the first time will quickly realize that discarding is a key component in the game. Discarding is essentially giving points to your opponent if they do not have a higher card already placed, and this should be avoided at all costs.

**Independent Practice:** Once the students are done writing their equations for each round have them add the totals up. The person with the highest total wins! You can also use the game as a real-world problem for the students to solve. If all your students know how to play the game you can put up a completed game for all the students to view. Simply ask the students, who won the round? They will have to complete ten multi-function problems to give you the correct answer!

**Further learning opportunities:** Consider having a copy that students can take home. Use this as a family friendly homework assignment! Have the student teach the game to one or more of their family members and play. Tell them to keep track of their score and their opponents score by writing the equations down. This allows them to show their work and have fun with their family at the same time!

Lost Cities could also be used as an introduction to the historic events that led to the discovery of King Tutankhamun's tomb, Machu Pichu, and the terracotta warriors of Qin Shi Huang.

If you have any questions regarding this game or other games that can be used in the classroom, please contact us!

We are always happy to help and can assist you in finding games that help obtain learning outcomes!

