

# Notes for *I Doubt It*

**Level:** Grades 1-3

**Recommended # of Players:** 3-4

**Materials:** Deck of 40 number cards (4 sets of 1-10)

**Math Skills:** Counting, probability, reasoning

## **Mathematical benefits:**

*I Doubt It* is a game intended to develop a student's reasoning skills. Children have the opportunity to reason about the probability that another player actually had the card that he or she claims to have just played. This prompts children to pay attention to which cards have (supposedly) already been played and to compare that information to the cards he or she is holding. For example, if a child holds 2 5s, and the game is into the third round when another player claims to have placed a 5, that child has a good reason to doubt that the player actually placed a 5 on the stack. An added benefit to this game is that it provides many opportunities for perspective taking. Children begin to learn that it is possible to trick someone as well as to tell when someone is trying to trick them.

The game can be made more difficult by adding additional sets of cards.

The *I Doubt It 3's* and *I Doubt It 4's* versions of this game have the added benefit of repetitive practice of multiples.



# I Doubt It (by Threes)

**Materials:** Deck of 40 number cards (multiples of three from 3 to 30, ten of each card)

**Objective:** To be the first player to get rid of all of your cards

## To play:

1. Players decide who will be the dealer and who will go first.
2. The dealer shuffles all the cards and deals the cards to the players so that all players have the same number of cards. If any cards are left over, they are set aside and are not used for play.
3. Players hold their cards so that they can see them all.
4. In this version of *I Doubt It* count by threes. The first player places a card in the middle of the table, face down, and says, "Three." The next player places a card on top of that card, also face down and says, "Six." This continues, from 3 to 30, and then repeats. Players must place a card on each turn, whether it is the correct card or not.
5. If a player believes that the card that was placed face down is not really the number that was supposed to be placed next, that player can say, "I doubt it."
6. If a player says, "I doubt it," the player must turn the card face up, so that all players can see it. If it is not the correct card, the player must take all of the cards in the stack. However, if the card is correct, then the player who said, "I doubt it" must take all of the cards in the stack.
7. The first player to run out of cards is the winner.



# I Doubt It (by Fours)

**Materials:** Deck of 40 number cards (multiples of four from 4 to 40, ten of each card)

**Objective:** To be the first player to get rid of all of your cards

## To play:

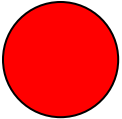
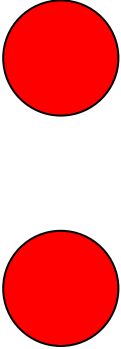
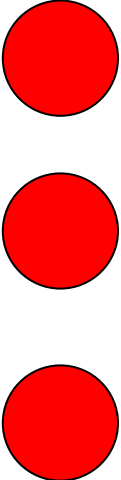
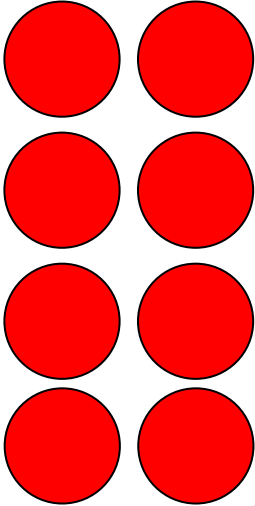
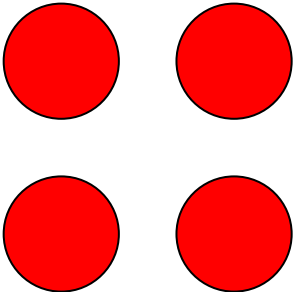
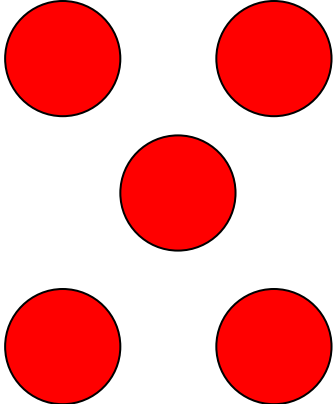
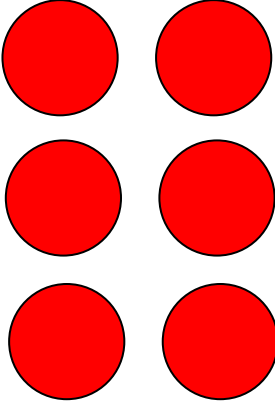
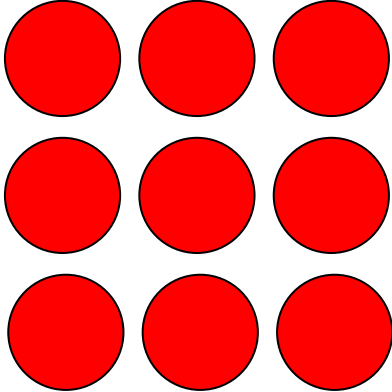
1. Players decide who will be the dealer and who will go first.
2. The dealer shuffles all the cards and deals the cards to the players so that all players have the same number of cards. If any cards are left over, they are set aside and are not used for play.
3. Players hold their cards so that they can see them all.
4. In this version of *I Doubt It* count by fours. The first player places a card in the middle of the table, face down, and says, "Four." The next player places a card on top of that card, also face down and says, "Eight." This continues, from 4 to 40, and then repeats. Players must place a card on each turn, whether it is the correct card or not.
5. If a player believes that the card that was placed face down is not really the number that was supposed to be placed next, that player can say, "I doubt it."
6. If a player says, "I doubt it," the player must turn the card face up, so that all players can see it. If it is not the correct card, the player must take all of the cards in the stack. However, if the card is correct, then the player who said, "I doubt it" must take all of the cards in the stack.
7. The first player to run out of cards is the winner.



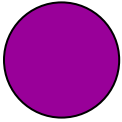
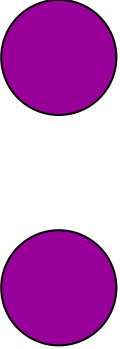
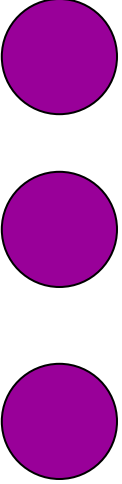
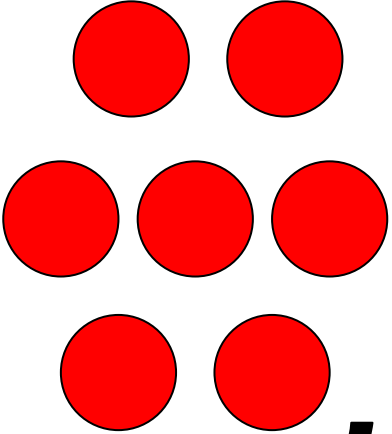
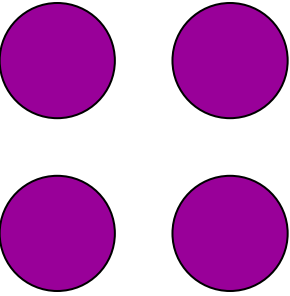
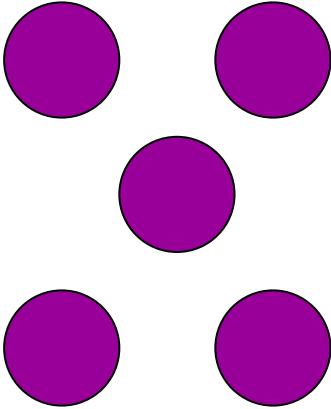
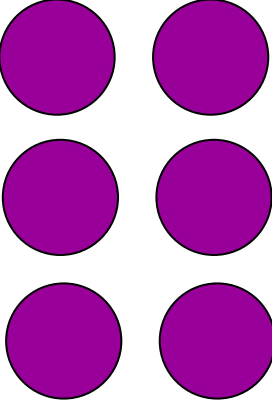
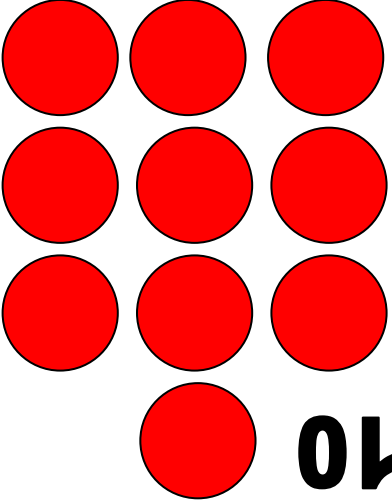




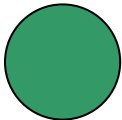
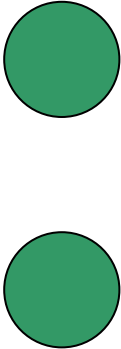
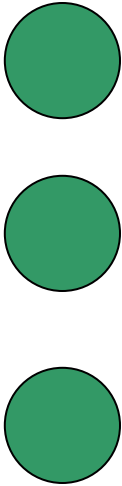
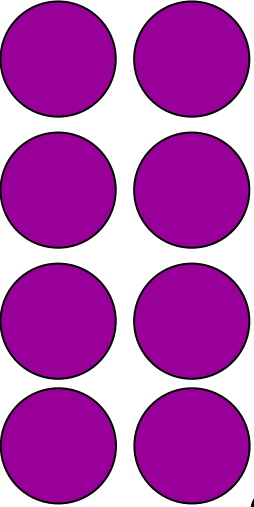
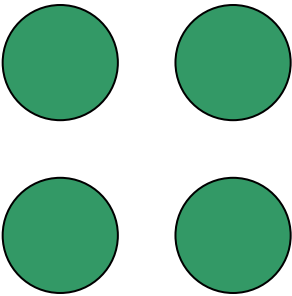
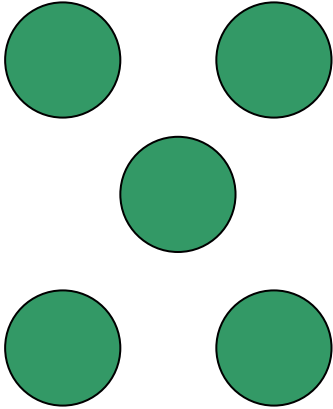
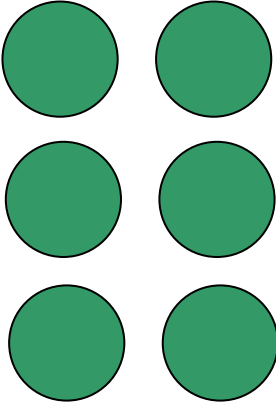
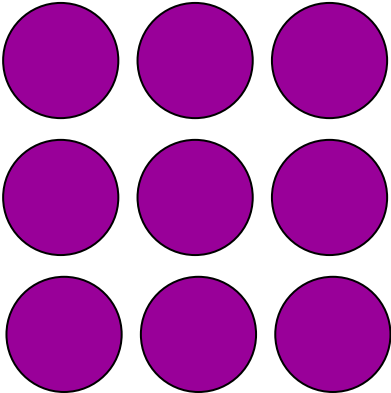
# I Doubt It Cards

<b>1</b>  <b>1</b>	<b>2</b>  <b>2</b>	<b>3</b>  <b>3</b>	<b>8</b>  <b>8</b>
<b>4</b>  <b>4</b>	<b>5</b>  <b>5</b>	<b>6</b>  <b>6</b>	<b>9</b>  <b>9</b>

# I Doubt It Cards

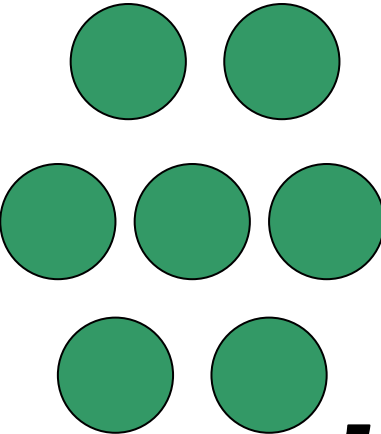
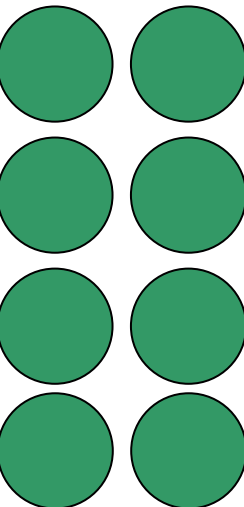
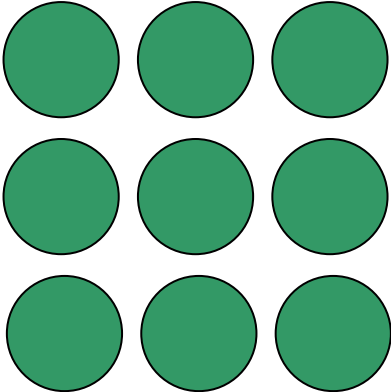
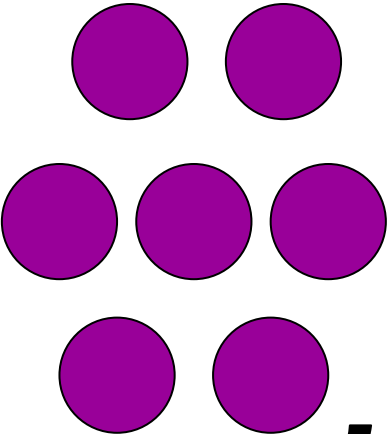
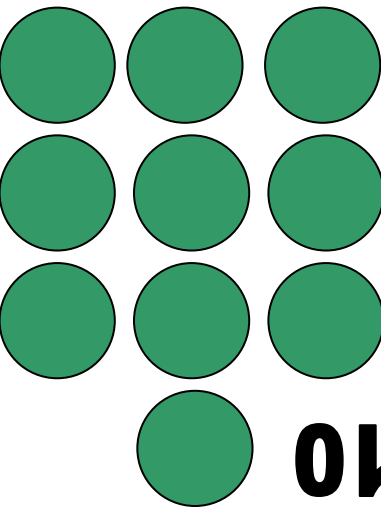
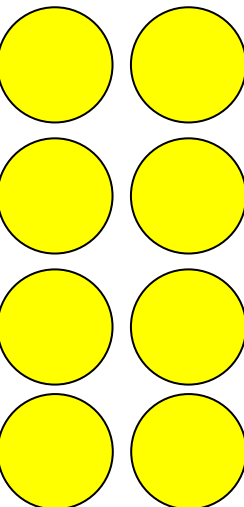
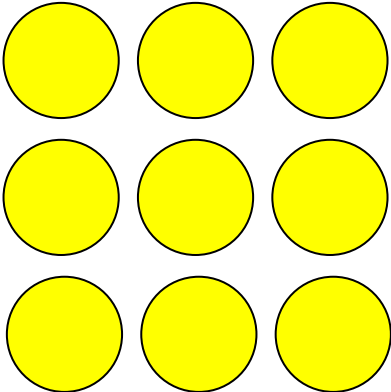
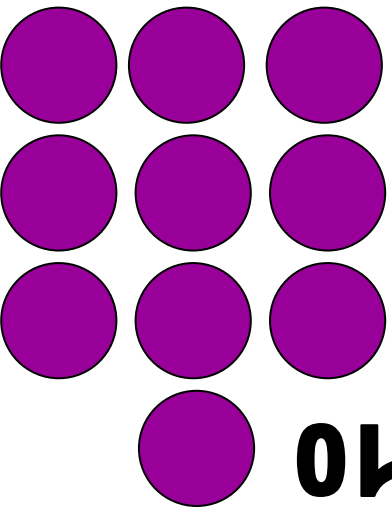
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<b>4</b>  <b>4</b>	<b>5</b>  <b>5</b>	<b>6</b>  <b>6</b>	<b>10</b>  <b>10</b>

# I Doubt It Cards

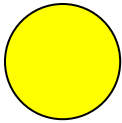
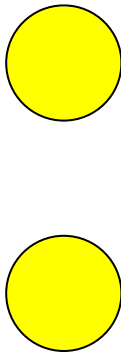
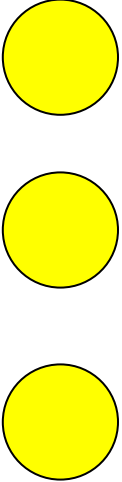
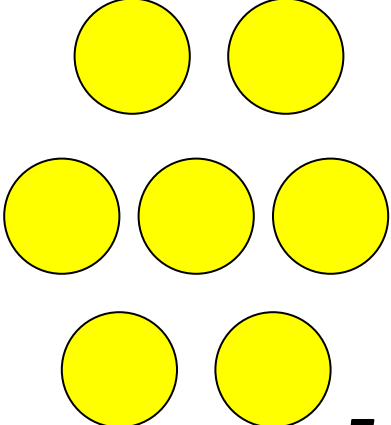
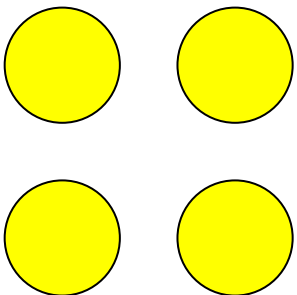
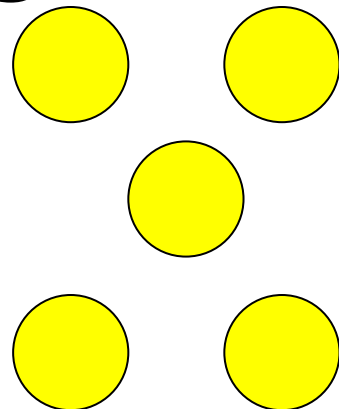
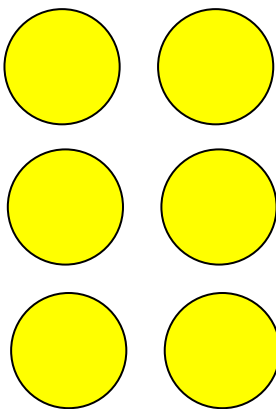
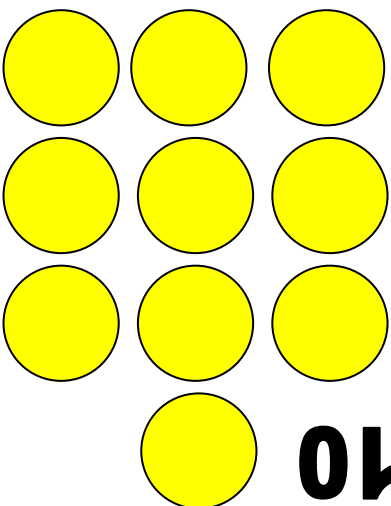
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<b>4</b>  <b>4</b>	<b>5</b>  <b>5</b>	<b>6</b>  <b>6</b>	<b>9</b>  <b>9</b>



# I Doubt It Cards

<b>7</b>  <b>7</b>	<b>8</b>  <b>8</b>	<b>9</b>  <b>6</b>	<b>7</b>  <b>7</b>
<b>10</b>  <b>10</b>	<b>8</b>  <b>8</b>	<b>9</b>  <b>6</b>	<b>10</b>  <b>10</b>

# I Doubt It Cards

<b>1</b>  <b>1</b>	<b>2</b>  <b>2</b>	<b>3</b>  <b>3</b>	<b>7</b>  <b>7</b>
<b>4</b>  <b>4</b>	<b>5</b>  <b>5</b>	<b>6</b>  <b>6</b>	<b>10</b>  <b>10</b>



## I Doubt It: Three Cards

3

6

9

12

15

18

21

24

## I Doubt It: Three Cards

3	6	9	12
15	18	21	24

## I Doubt It: Three Cards

3

6

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9

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12

15

18

21

24



## I Doubt It: Three Cards

3

6

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9

---

12

15

18

21

24

## I Doubt It: Three Cards

27

27

27

27

30

30

30

30



## I Doubt It: Four Cards

4

8

12

16

20

24

28

32

## I Doubt It: Four Cards

4

8

12

16

20

24

28

32

## I Doubt It: Four Cards

4

8

12

16

20

24

28

32



## I Doubt It: Four Cards

4

8

12

16

20

24

28

32

## I Doubt It: Four Cards

36

36

36

36

40

40

40

40