

PERIODIC TRENDS WAR GAME SHEET

PURPOSE

To review periodic table trends regarding the properties of elements

MATERIALS

1 die, index cards (marked with element symbols), Periodic Table (if needed)

INSTRUCTIONS

- 1) Have each member of your group roll the die provided. The person who rolls the highest value on the die is the dealer and will deal the cards to the rest of the people in the group.
- 2) The dealer deals the cards until each student has the same number of cards. Each student should have 7 cards per hand.
- 3) The dealer begins by throwing the die. The number on the die determines the trend being played:
 1. Atomic Radius
 2. Ionization Energy
 3. Valence electrons (if a tie, roll the dice to break the tie!)
 4. Electronegativity
 5. Reactivity
 6. Wild Card
- 4) After the trend has been determined, the dealer plays the first card. Play continues clockwise.
- 5) Each student will reveal the first card in their deck. The card with the highest value for the current trend wins. Each student in the group will attempt to determine the sequence of the card in increasing order or decreasing and document it in the table below – use > (greater than) signs or < (less than) signs. If your group is finding it difficult to come up with the correct sequence, ask assistance from your teacher. You can also use your periodic table.
- 6) The player who wins the round, becomes the next person to roll the die.

"DATA"

Round	Cards Dealt	Which Trend	Order	Sequence	Highest Card
1			Increasing		
2			Increasing		
3			Increasing		
4			Increasing		
5			Increasing		
6			Decreasing		
7			Decreasing		
8			Decreasing		
9			Decreasing		
10			Decreasing		