



TOOLBOX OF IDEAS

“I Have, Who Has?”

This is a game (exercise) goes like this: The cards are randomly distributed among students. Everyone gets a least one card, but many students will have more than one. A student is selected at random to go first. She selects n of her cards, ignores the “I have” at the top, and carefully reads the “Who has” definition. Students must focus and listen carefully to decide whether the definition matches one of their words. The person who has the word being defined calls out “I have” followed by the word. That person then reads the “Who has” definition on her card. The game continues until all the definitions have been read. The cards are designed so that the student who began the game will have the final word at the top of the beginning card.

Modifications in math could be numbers with equations or expressions; in science could be formulas and concepts; scientists and accomplishments; history could be facts and times; the list goes on.

Source: Adapted from “I Have, Who Has?” Teaching Mathematics Vocabulary in Context (2004) by Miki Murray

I have RIGHT ANGLE Who has a five sided polygon?	I have ACUTE TRIANGLE Who has a rectangle with four congruent sides?	I have RHOMBUS Who has a quadrilateral with only two parallel sides?
I have PENTAGON Who has the value of pi to the hundredths	I have SQUARE Who has a polygon with six sides?	I have TRAPEZOID Who has a chord of a circle which goes

place?		through the center?
I have 3.14 Who has an eight-sided polygon?	I have HEXAGON Who has lines in a plane that never intersect?	I have DIAMETER Who has a nine-sided figure?
I have OCTAGON Who has the instrument used to construct circles?	I have PARALLEL LINES Who has an angle with exactly 180 degrees?	I have NONAGON Who has figures with exactly the same shape and same size?
I have COMPASS Who has the type of triangle with all angles less than 90 degrees?	I have STRAIGHT ANGLE Who has a parallelogram with all sides congruent?	I have CONGRUENT Who has an angle with exactly 90 degrees?