

# 獅甲國中 Shih Ja Junior High School

攤位編號:D603



4 cards for 24

藝 2 3 4

24 點遊戲的起源，眾說紛紜，但大致都認為應是由華人孫士傑先生所創。話說孫士傑先生由上海移民至美國後，拿一副撲克牌讓鄰家孩子算 24 點，誰知這一玩，竟讓美國孩子著了迷，這些孩子又把遊戲拿回家中和學校，人們發現遊戲對開發智力十分有益，後來就在全美推廣開了。

There are different opinions on the origin of the 24-point game, but it is generally believed that it was created by the Chinese Mr. Sun Shijie. It is said that after Mr. Sun Shijie immigrated to the United States from Shanghai, he used a deck of playing cards to ask the children next door to count 24 points. Unexpectedly, this game fascinated American children. These children took the game back to their homes and schools. People there discovered that games are very beneficial to developing intelligence, and later they were promoted throughout the United States.

孫士傑先生洋名為羅伯特·孫，宣稱自己在 1988 年發明了 24 點遊戲，並且設立名為『Suntex International.Inc.』的公司，註冊了『24』這個商標，搶註了『24game.com』這個功能變數名稱，並且據此賺取著高額的利潤。

Mr. Sun Shijie's foreign name is Robert. Sun. He claimed that he invented the 24-point game in 1988, and established a company called "Suntex International. Inc." He registered the trademark "24" and preemptively registered the functional variable name "24game.com", with which he earns high profits.



## 第一關 First level

步驟:將 1、2、3、4 四張牌，利用 $+$ 、 $-$ 、 $\times$ 、 $\div$ 及括號計算出值為 24

STEP: Take the four cards with 1, 2, 3 and 4 point and use  $+$ 、 $-$ 、 $\times$ 、 $\div$  and  $()$  to calculate the value to be 24.

## 第二關 Second level

步驟: 請判別可計算出 24 的組合，並打勾

STEP: Please identify the combinations that can as 24 and tick.

3, 4, 5, 6

2, 2, 3, 3

2, 5, 5, 6

## 第三關 Third level

步驟一:從牌 1~10 中抽出 4 張牌

STEP1: Draw 4 from 10 cards with one to ten point.

步驟二:利用 $+$ 、 $-$ 、 $\times$ 、 $\div$ 及括號計算出值為 24

STEP2: Use  $+$ 、 $-$ 、 $\times$ 、 $\div$  and  $()$  to calculate the value to be 24.

步驟三:將它設計成作品

STEP3: We can design them as art work.





# 4 cards for 24

# 藝 2 3 4 學習單 worksheet

(國中版) Junior High School

## 第一關 First level

步驟:將 1、2、3、4 四張牌，利用 $+$  $-$  $\times$  $\div$ 及括號計算出值為 24

STEP: Take the four cards with 1, 2, 3 and 4 point and use  $+$  $-$  $\times$  $\div$  and  $()$  to calculate the value to be 24.

## 第二關 Second level

步驟: 請判別可計算出 24 的組合，並打勾

STEP: Please identify the combinations that can as 24 and tick.

- 3, 4, 5, 6
- 2, 2, 3, 3
- 1, 4, 6, 6
- 6, 7, 9, 12
- 2, 5, 5, 6

## 第三關 Third level

步驟一:從 13 張中抽出 4 張牌

STEP1: Draw 4 from 13 cards.

步驟二:利用 $+$  $-$  $\times$  $\div$ 及括號計算出值為 24

STEP2: Use  $+$  $-$  $\times$  $\div$  and  $()$  to calculate the value to be 24.

步驟三:將它設計成作品

STEP3: We can design them as art work.

