

# Rules for Pest

**Object of the game:** Build a “hand” of cards that scores the most points.

**Materials:** Deck of “Pest” cards, well-shuffled, score cards, dry erase pens & erasers

**To play:** Take turns drawing from the pile and answering the questions. If you get the question correct, you keep the card. If you get it wrong, the card goes back to the bottom of the stack.

If you get a “Free” card, you can keep it or trade it with another person who has something you need. The other person has to agree to the trade.

**To win:** At the end of the game (when time is up or all cards are gone) , add up points according to the score card. Player with the most points wins.

Scoring:

- 3 points for each 4 of a kind
- 2 points for each 3 of a kind
- 1 point for each 2 of a kind
- 0 points for single cards

**Printing:** Landscape, grayscale, 2-sided, flip on short side, laminate score cards to use dry erase.

**Unit: 5<sup>th</sup> – Geometry**  
**Lesson: 2D Figures – Both/Neither**  
**PEST**

<b>1</b> A. Triangle	<b>2</b> A. Quadrilateral	<b>3</b> B. Hexagon	<b>4</b> D. Neither	<b>5</b> C. Both	<b>6</b> C. Both
<b>7</b> B. Isosceles Triangle	<b>8</b> B. Rhombus	<b>9</b> A. Acute Angle	<b>10</b> D. Neither	<b>11</b> C. Both	<b>12</b> C. Both
<b>13</b> B. Rectangle	<b>14</b> B. Polygon	<b>15</b> C. Both	<b>16</b> C. Both	<b>17</b> D. Neither	<b>18</b> A. Rhombus
<b>19</b> D. Neither	<b>20</b> B. Parallel Lines	<b>21</b> C. Both	<b>22</b> C. Both	<b>23</b> C. Both	<b>24</b> B. Parallelogram
<b>25</b> C. Both	<b>26</b> A. Scalene Triangle	<b>27</b> D. Neither	<b>28</b> B. Polygon	<b>29</b> C. Both	<b>30</b> C. Both

## Scorecard

\_\_\_\_\_ - 4 of a kind X 3 points = \_\_\_\_\_

\_\_\_\_\_ - 3 of a kind X 2 points = \_\_\_\_\_

\_\_\_\_\_ - 2 of a kind X 1 points = \_\_\_\_\_

Total points = \_\_\_\_\_

## Scorecard

\_\_\_\_\_ - 4 of a kind X 3 points = \_\_\_\_\_

\_\_\_\_\_ - 3 of a kind X 2 points = \_\_\_\_\_

\_\_\_\_\_ - 2 of a kind X 1 points = \_\_\_\_\_

Total points = \_\_\_\_\_

## Scorecard

\_\_\_\_\_ - 4 of a kind X 3 points = \_\_\_\_\_

\_\_\_\_\_ - 3 of a kind X 2 points = \_\_\_\_\_

\_\_\_\_\_ - 2 of a kind X 1 points = \_\_\_\_\_

Total points = \_\_\_\_\_

## Scorecard

\_\_\_\_\_ - 4 of a kind X 3 points = \_\_\_\_\_

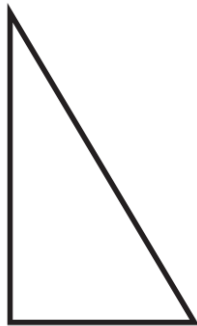
\_\_\_\_\_ - 3 of a kind X 2 points = \_\_\_\_\_

\_\_\_\_\_ - 2 of a kind X 1 points = \_\_\_\_\_

Total points = \_\_\_\_\_



**1**



- A. Triangle
- B. Quadrilateral
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

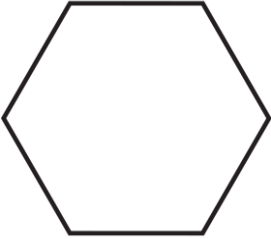
**2**



- A. Quadrilateral
- B. Parallelogram
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

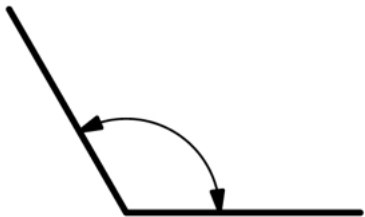
**3**



- A. Parallelogram
- B. Hexagon
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

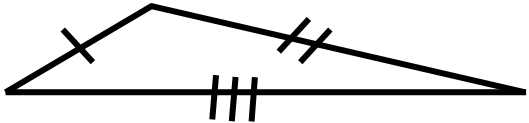
**4**



- A. Acute Angle
- B. Right Angle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

**5**



- A. Scalene Triangle
- B. Obtuse Triangle
- C. Both
- D. Neither

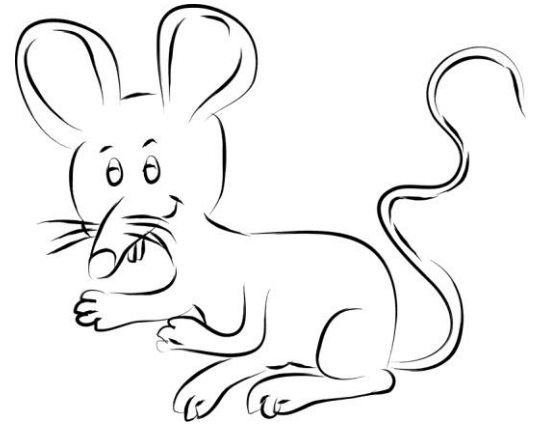
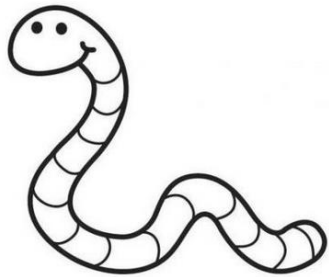
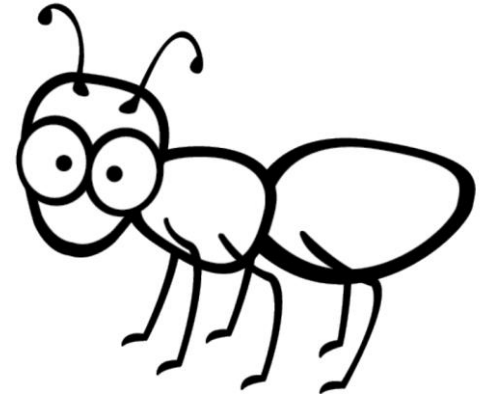
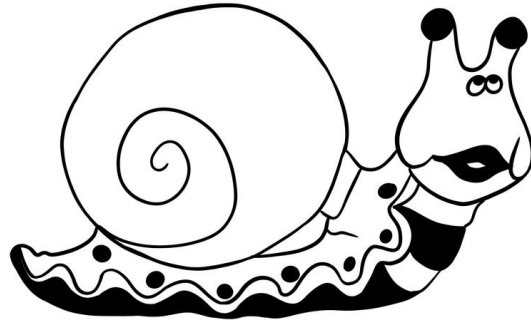
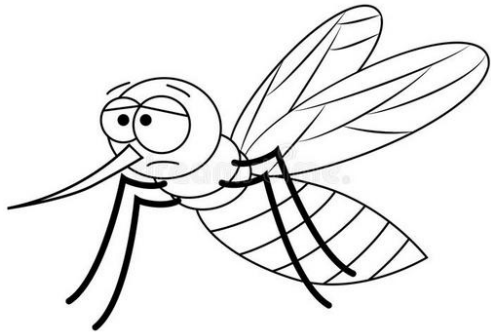
5.5.A – Both/Neither - PEST

**6**

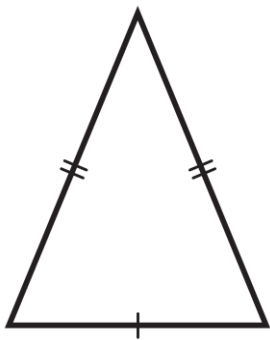


- A. Trapezoid
- B. Quadrilateral
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST



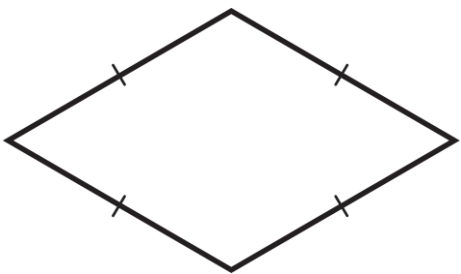
7



- A. Equilateral
- B. Isosceles Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

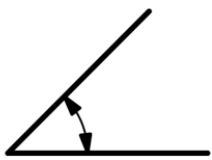
8



- A. Rectangle
- B. Rhombus
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

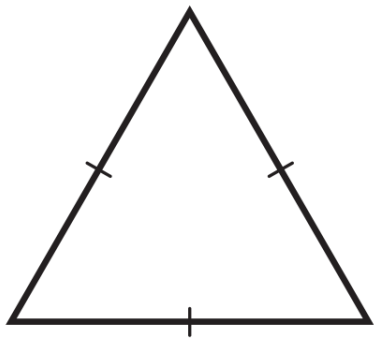
9



- A. Acute Angle
- B. Right Angle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

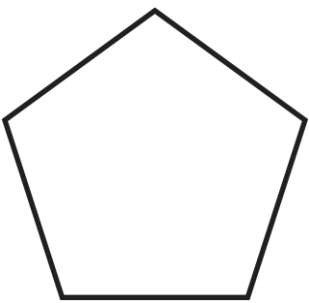
10



- A. Obtuse Triangle
- B. Scalene Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

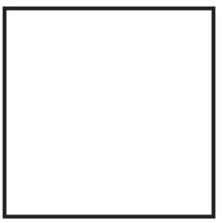
11



- A. Pentagon
- B. Polygon
- C. Both
- D. Neither

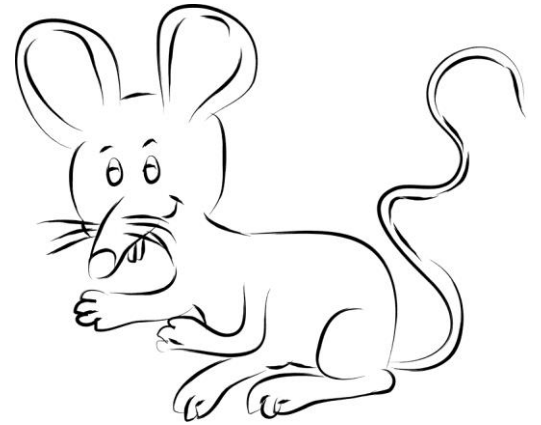
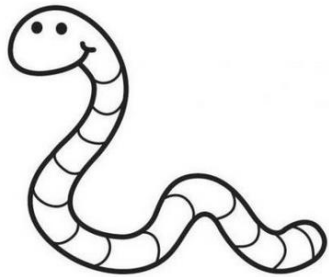
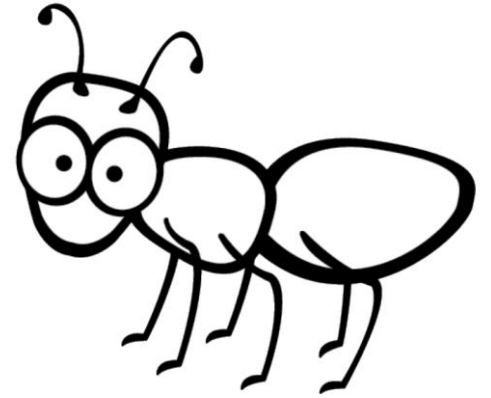
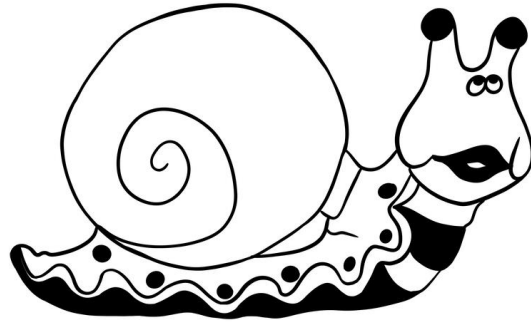
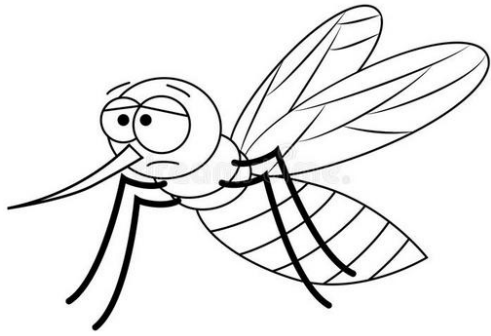
5.5.A – Both/Neither - PEST

12



- A. Quadrilateral
- B. Parallelogram
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST





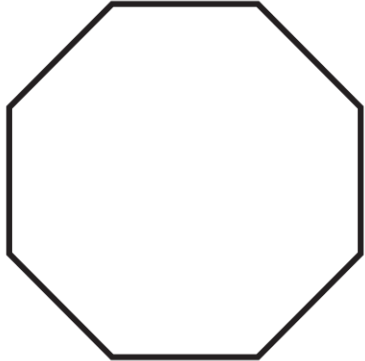
**13**



- A. Square
- B. Rectangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

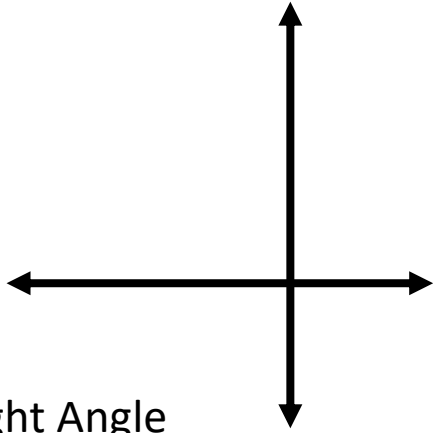
**14**



- A. Quadrilateral
- B. Polygon
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

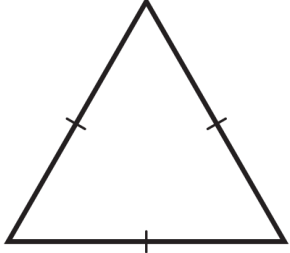
**15**



- A. Right Angle
- B. Perpendicular lines
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

**16**



- A. Isosceles Triangle
- B. Equilateral Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

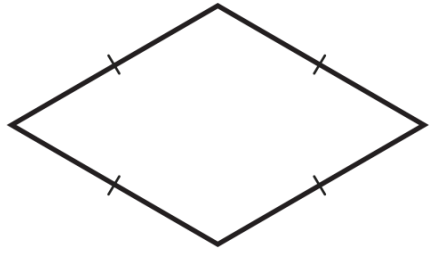
**17**



- A. Equilateral Triangle
- B. Scalene Triangle
- C. Both
- D. Neither

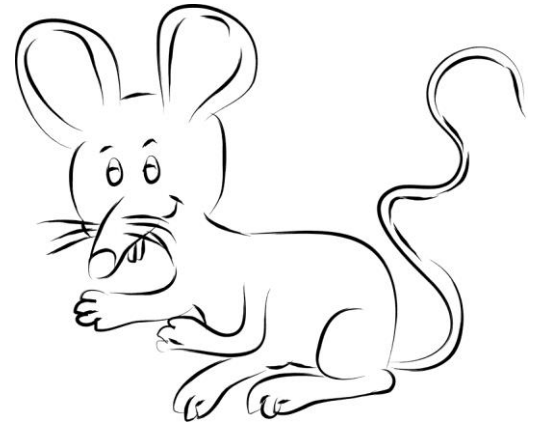
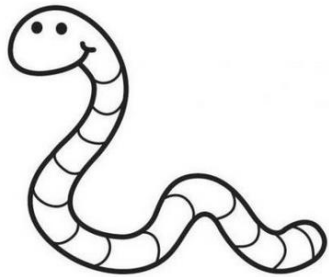
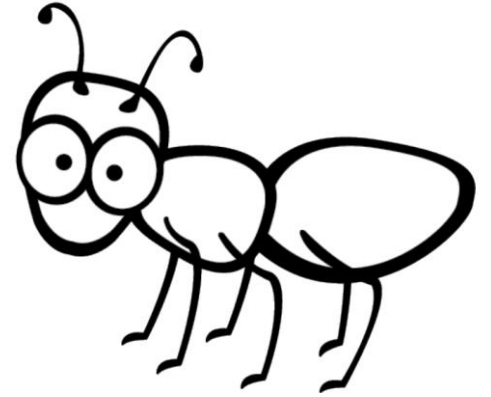
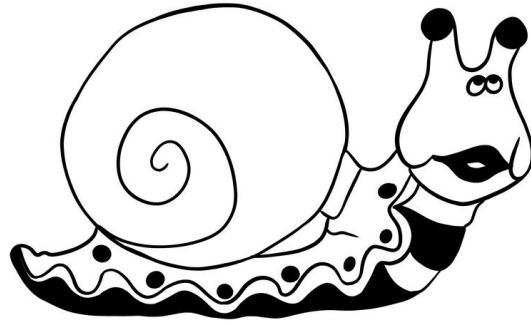
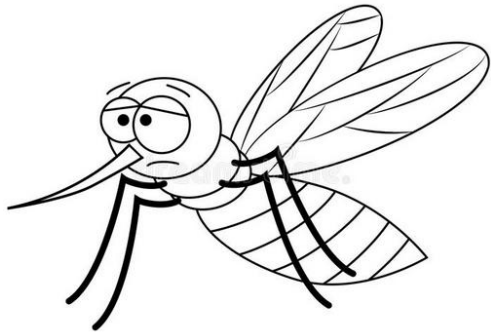
5.5.A – Both/Neither - PEST

**18**

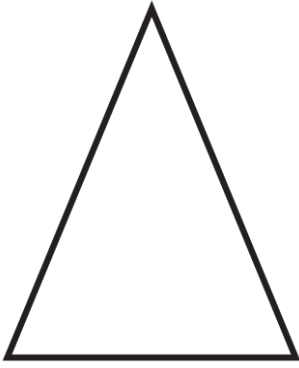


- A. Rhombus
- B. Square
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST



19



- A. Obtuse triangle
- B. Right triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

20



- A. Perpendicular lines
- B. Parallel Lines
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

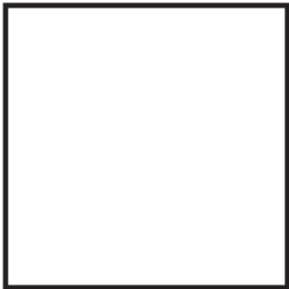
21



- A. Parallelogram
- B. Rectangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

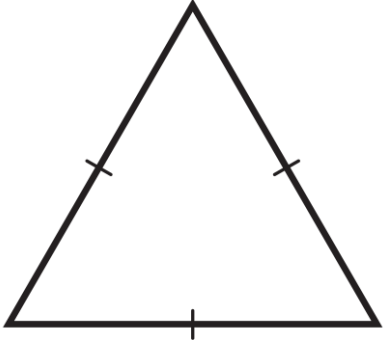
22



- A. Rhombus
- B. square
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

23



- A. Acute triangle
- B. Isosceles triangle
- C. Both
- D. Neither

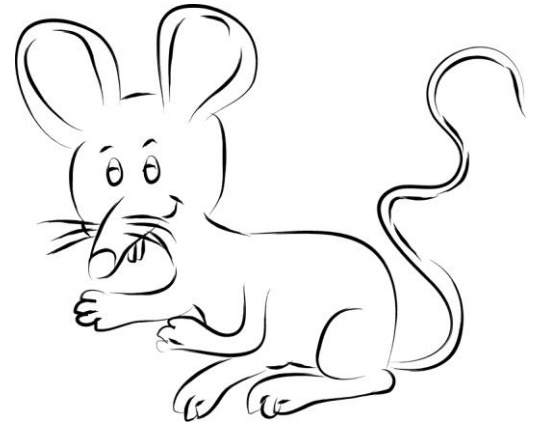
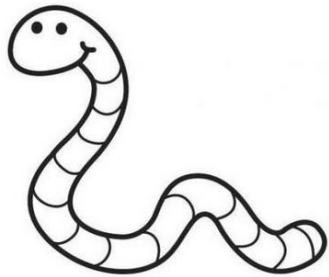
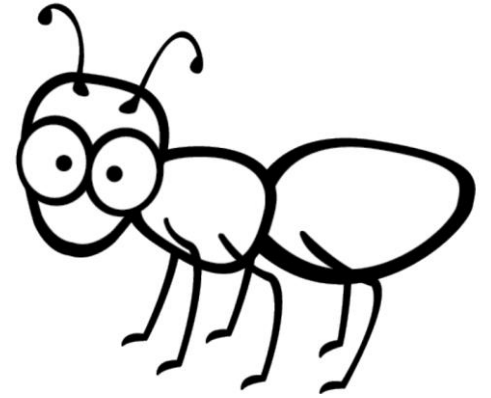
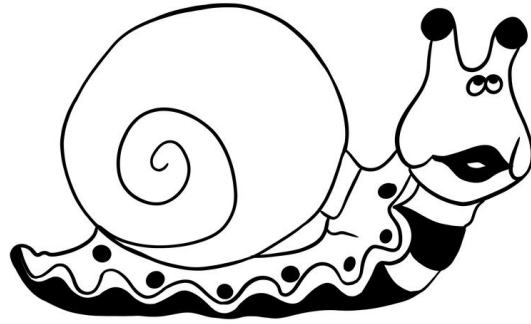
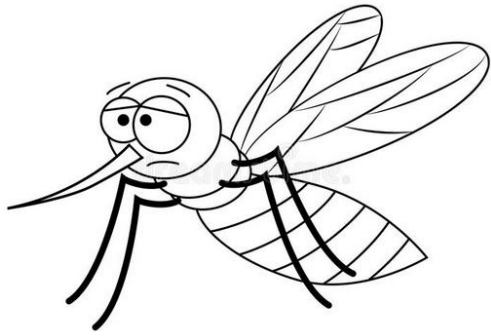
5.5.A – Both/Neither - PEST

24

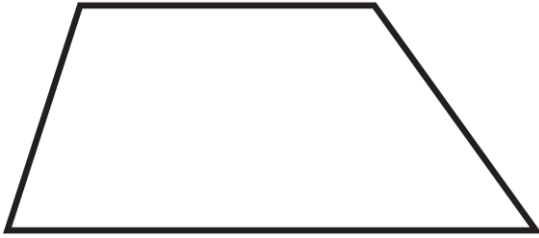


- A. Rectangle
- B. Parallelogram
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST



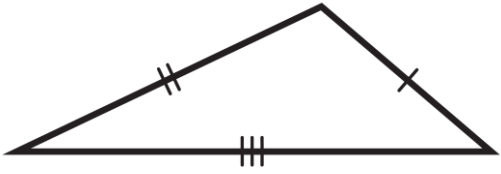
25



- A. Quadrilateral
- B. Trapezoid
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

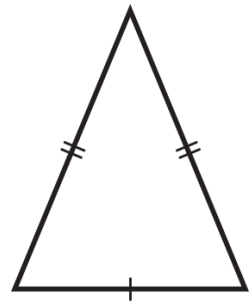
26



- A. Scalene Triangle
- B. Right Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

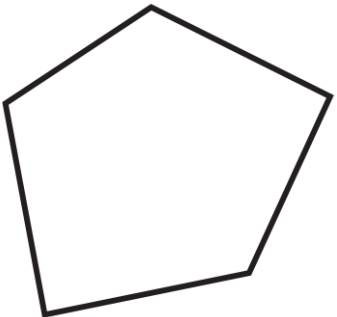
27



- A. Scalene Triangle
- B. Right Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

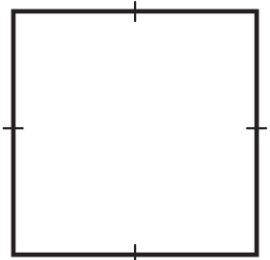
28



- A. Quadrilateral
- B. Polygon
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST

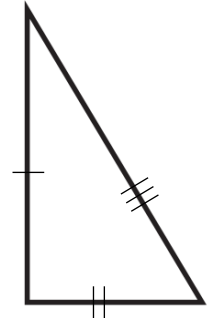
29



- A. Square
- B. Rectangle
- C. Both
- D. Neither

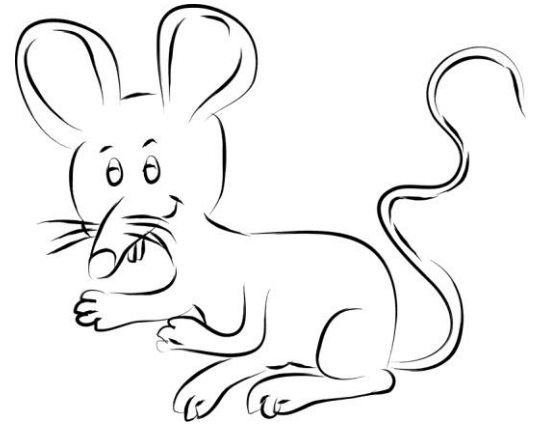
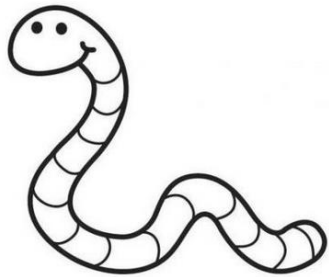
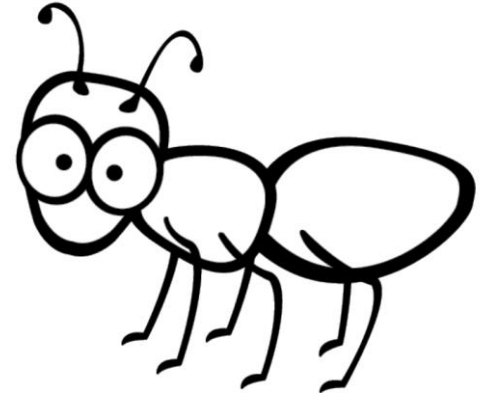
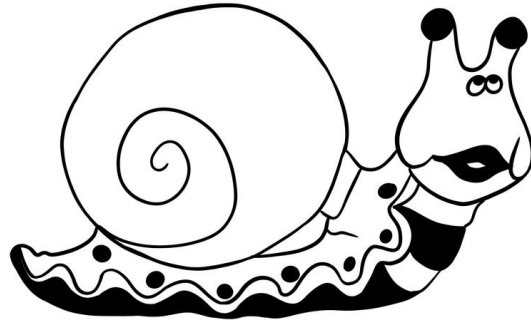
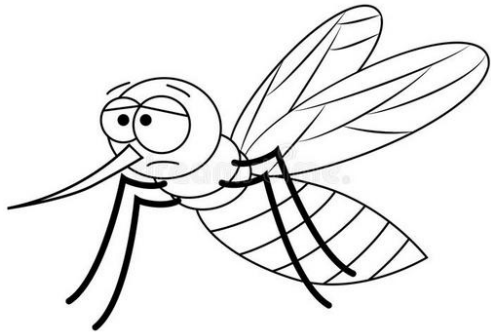
5.5.A – Both/Neither - PEST

30



- A. Scalene Triangle
- B. Right Triangle
- C. Both
- D. Neither

5.5.A – Both/Neither - PEST



## **Free Ant!**

You can keep this free ant or trade it for another pest with someone who wants an ant.

## **Free snail!**

You can keep this free snail or trade it for another pest with someone who wants a snail.

## **Free mosquito!**

You can keep this free mosquito or trade it for another pest with someone who wants a mosquito.

5.5.A – Both/Neither - PEST

5.5.A – Both/Neither - PEST

5.5.A – Both/Neither - PEST

## **Free Rat!**

You can keep this free rat or trade it for another pest with someone who wants a rat.

## **Free bat!**

You can keep this free bat or trade it for another pest with someone who wants a Bat.

## **Free worm!**

You can keep this free worm or trade it for another pest with someone who wants a worm.

5.5.A – Both/Neither - PEST

5.5.A – Both/Neither - PEST

5.5.A – Both/Neither - PEST

