

# 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 want. The other player has to trade with you if you ask.

**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: 4th – Geometry**  
**Lesson: Geometry Warm-ups**  
**PEST**

|                    |                    |                    |                    |                    |                    |
|--------------------|--------------------|--------------------|--------------------|--------------------|--------------------|
| <b>1</b><br><br>A  | <b>2</b><br><br>A  | <b>3</b><br><br>B  | <b>4</b><br><br>D  | <b>5</b><br><br>C  | <b>6</b><br><br>C  |
| <b>7</b><br><br>A  | <b>8</b><br><br>B  | <b>9</b><br><br>A  | <b>10</b><br><br>B | <b>11</b><br><br>C | <b>12</b><br><br>C |
| <b>13</b><br><br>B | <b>14</b><br><br>B | <b>15</b><br><br>C | <b>16</b><br><br>A | <b>17</b><br><br>C | <b>18</b><br><br>A |
| <b>19</b><br><br>A | <b>20</b><br><br>B | <b>21</b><br><br>C | <b>22</b><br><br>C | <b>23</b><br><br>A | <b>24</b><br><br>B |
| <b>25</b><br><br>C | <b>26</b><br><br>A | <b>27</b><br><br>B | <b>28</b><br><br>B | <b>29</b><br><br>C | <b>30</b><br><br>C |

## 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

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

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

## Scorecard

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

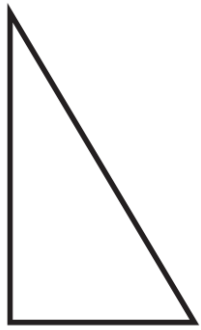
\_\_\_\_\_ - 3 of a kind X 2 points = \_\_\_\_\_

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

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



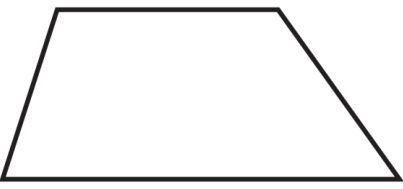
**1**



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

Geometry Warm-Ups - PEST

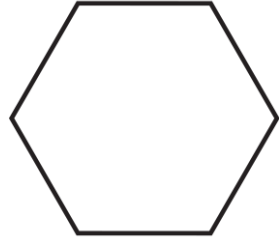
**2**



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

Geometry Warm-Ups - PEST

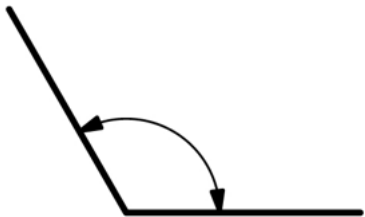
**3**



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

Geometry Warm-Ups - PEST

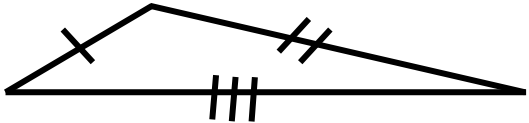
**4**



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

Geometry Warm-Ups - PEST

**5**



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

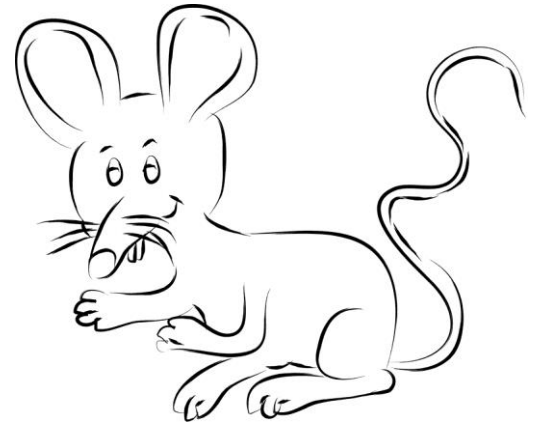
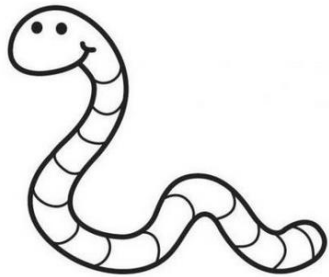
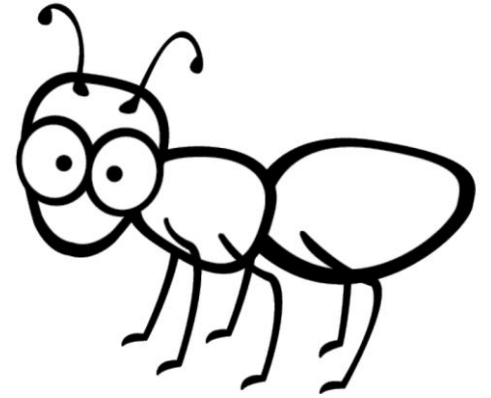
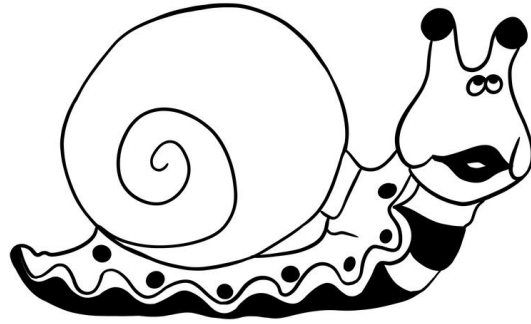
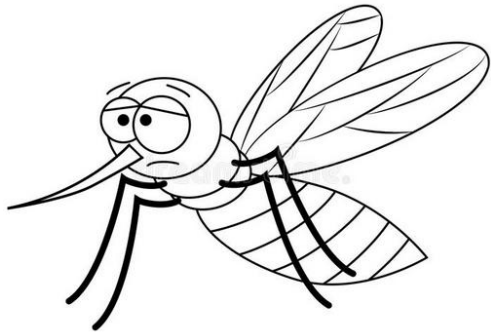
Geometry Warm-Ups - PEST

**6**

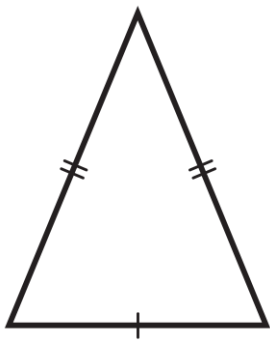


- A. Trapezoid
- B. Quadrilateral
- C. Both
- D. Neither

Geometry Warm-Ups - PEST



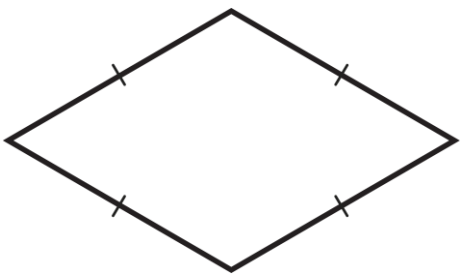
7



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

Geometry Warm-Ups - PEST

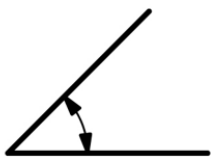
8



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

Geometry Warm-Ups - PEST

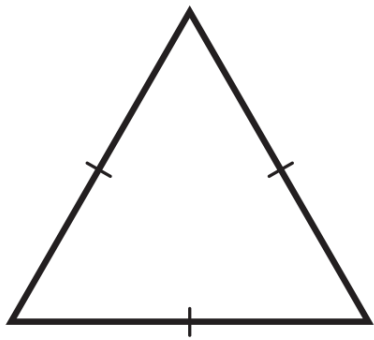
9



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

Geometry Warm-Ups - PEST

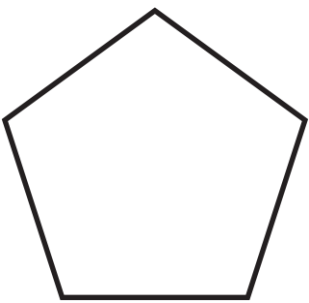
10



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

Geometry Warm-Ups - PEST

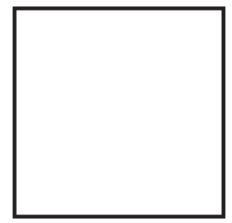
11



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

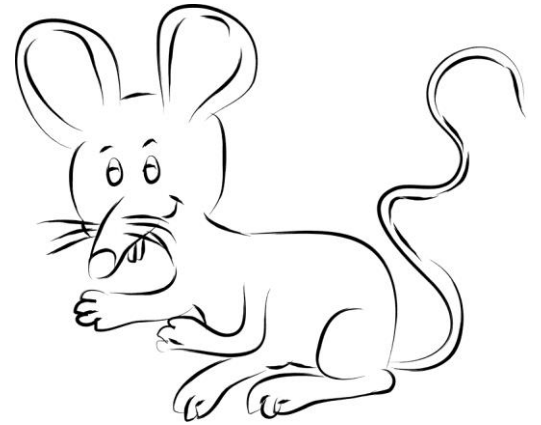
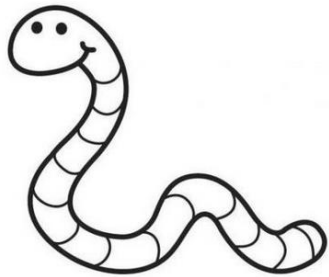
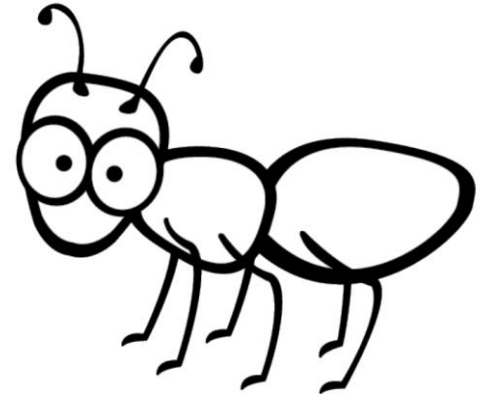
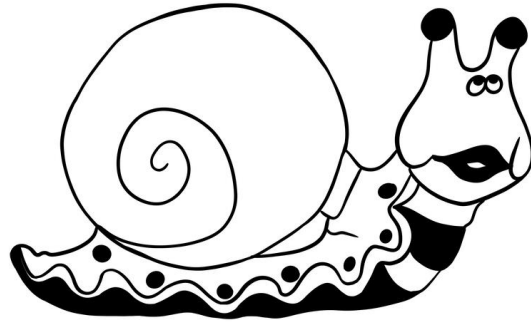
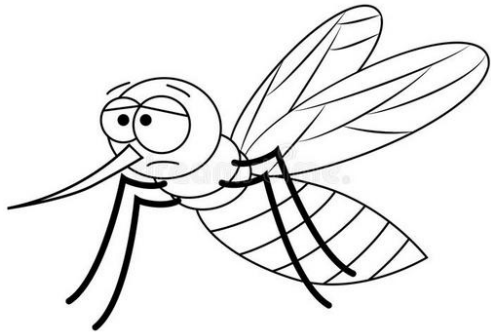
Geometry Warm-Ups - PEST

12



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

Geometry Warm-Ups - PEST





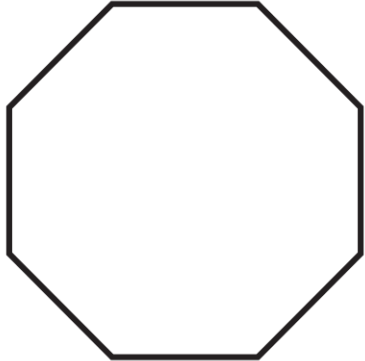
**13**



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

Geometry Warm-Ups - PEST

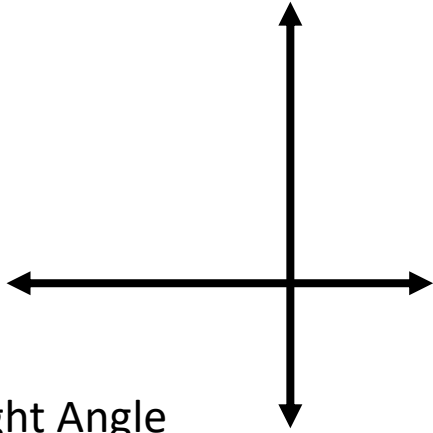
**14**



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

Geometry Warm-Ups - PEST

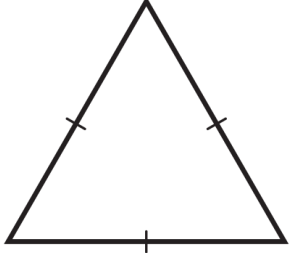
**15**



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

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**16**



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

Geometry Warm-Ups - PEST

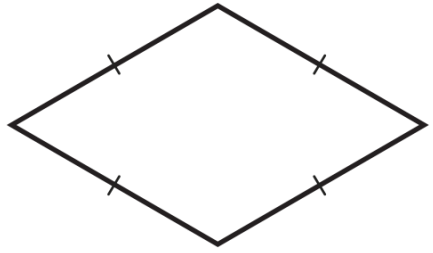
**17**



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

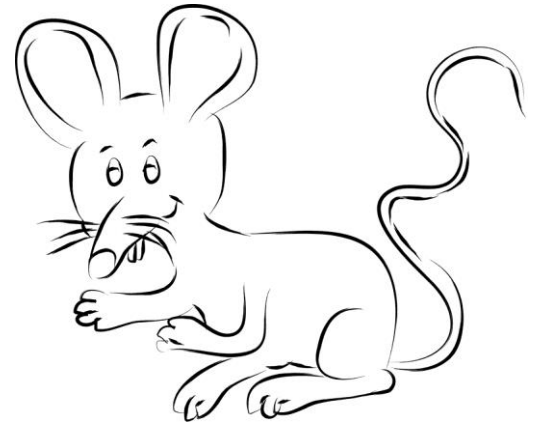
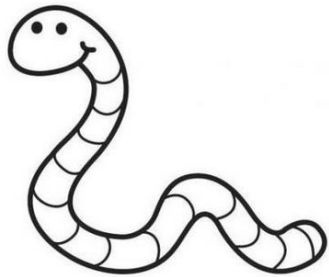
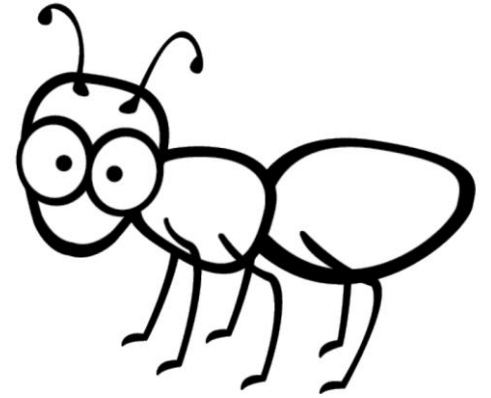
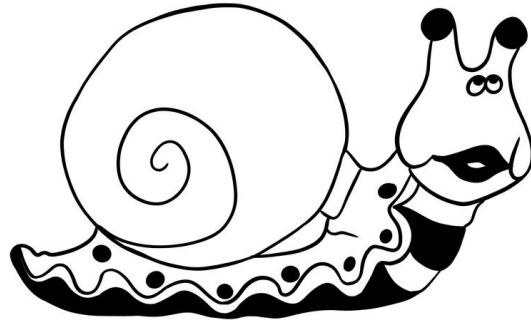
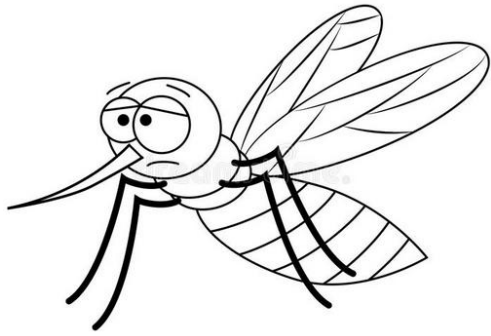
Geometry Warm-Ups - PEST

**18**

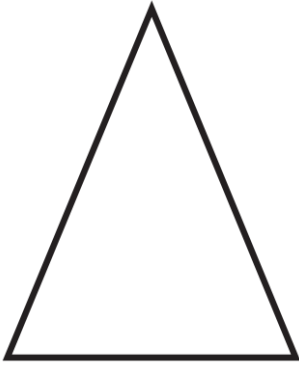


- A. Rhombus
- B. Square
- C. Both
- D. Neither

Geometry Warm-Ups - PEST



**19**



- A. Triangle
- B. Perpendicular lines
- C. Both
- D. Neither

Geometry Warm-Ups - PEST

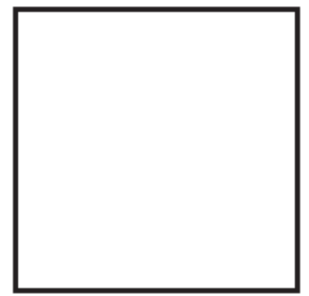
**20**



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

Geometry Warm-Ups - PEST

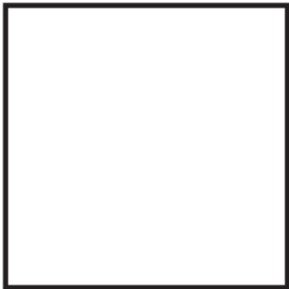
**21**



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

Geometry Warm-Ups - PEST

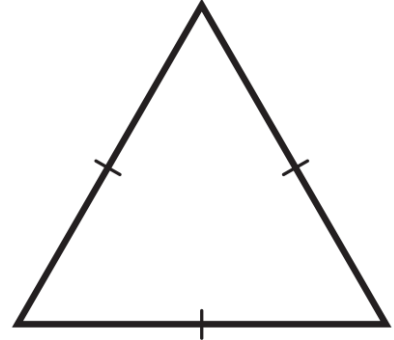
**22**



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

Geometry Warm-Ups - PEST

**23**



- A. Triangle
- B. Parallel Lines
- C. Both
- D. Neither

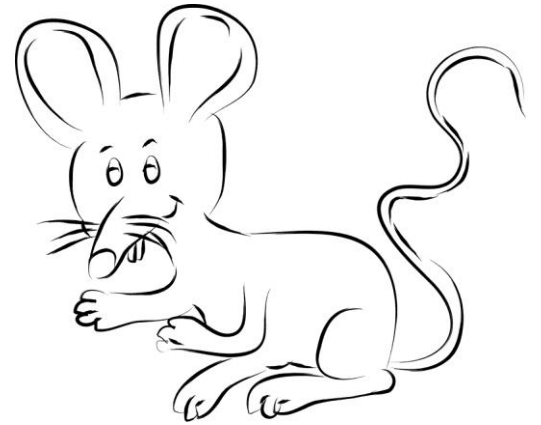
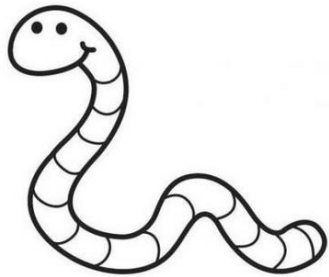
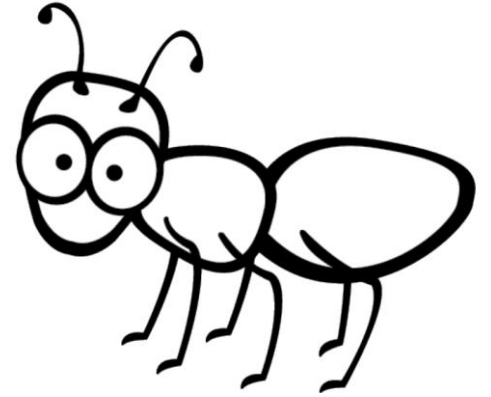
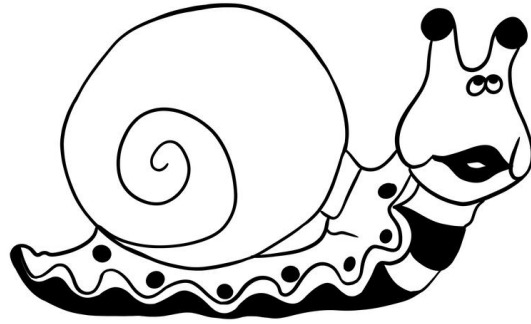
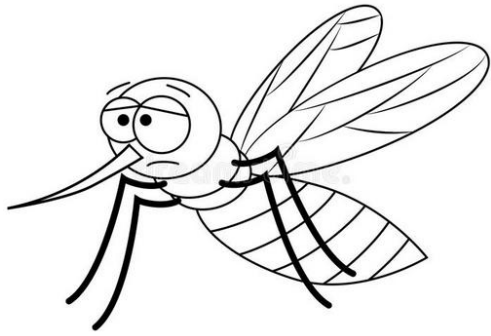
Geometry Warm-Ups - PEST

**24**

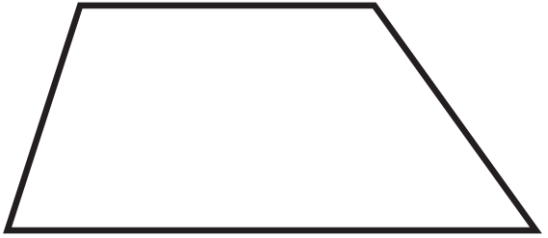


- A. Rectangle
- B. Parallelogram
- C. Both
- D. Neither

Geometry Warm-Ups - PEST



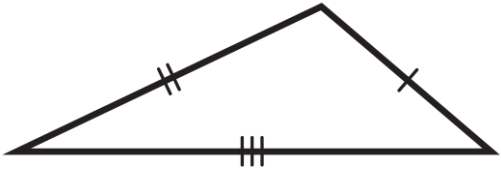
**25**



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

Geometry Warm-Ups - PEST

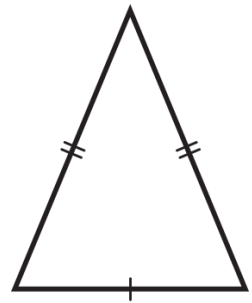
**26**



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

Geometry Warm-Ups - PEST

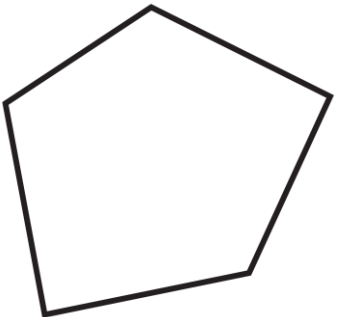
**27**



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

Geometry Warm-Ups - PEST

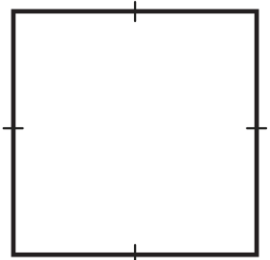
**28**



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

Geometry Warm-Ups - PEST

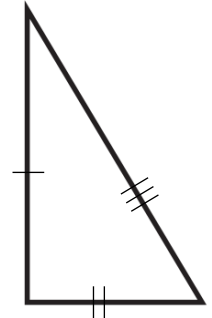
**29**



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

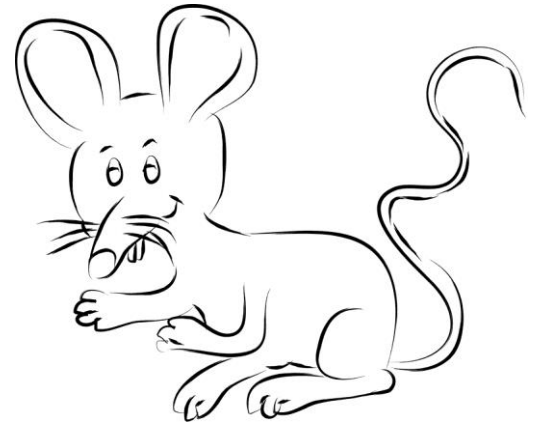
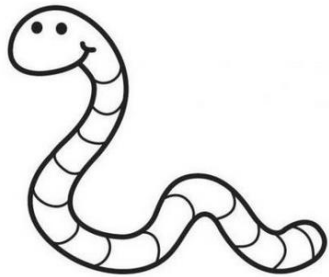
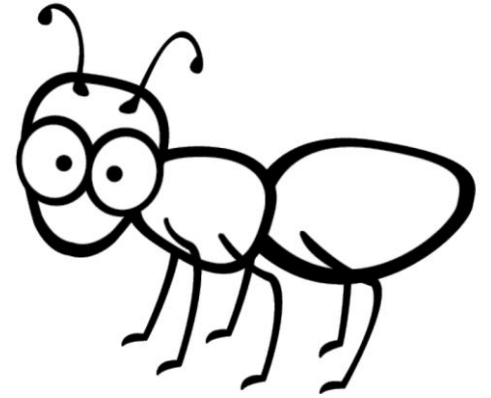
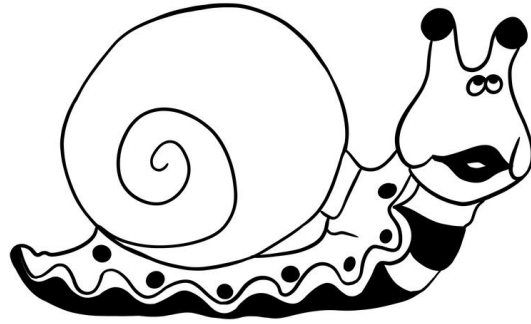
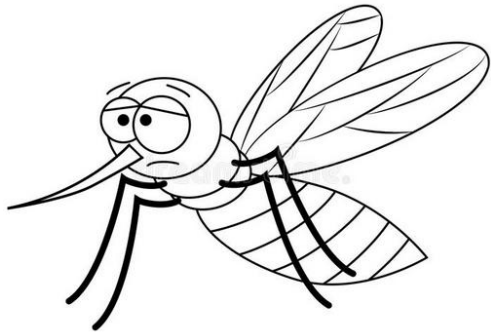
Geometry Warm-Ups - PEST

**30**



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

Geometry Warm-Ups - PEST



## **Free Ant!**

You can keep this free ant or trade it for another pest you want from another player. (They have to trade!)

## **Free snail!**

You can keep this free snail or trade it for another pest you want from another player. (They have to trade!)

## **Free mosquito!**

You can keep this free mosquito or trade it for another pest you want from another player. (They have to trade!)

Geometry Warm-Ups - PEST

Geometry Warm-Ups - PEST

Geometry Warm-Ups - PEST

## **Free Rat!**

You can keep this free rat or trade it for another pest you want from another player. (They have to trade!)

## **Free bat!**

You can keep this free bat or trade it for another pest you want from another player. (They have to trade!)

## **Free worm!**

You can keep this free worm or trade it for another pest you want from another player. (They have to trade!)

Geometry Warm-Ups - PEST

Geometry Warm-Ups - PEST

Geometry Warm-Ups - PEST

