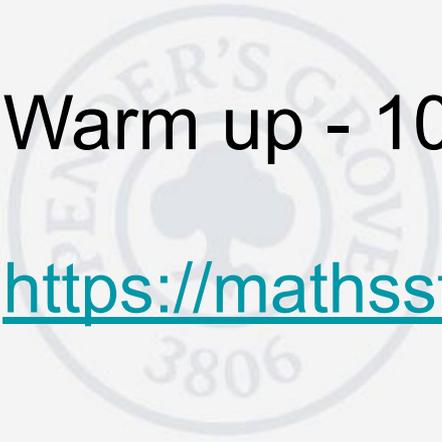


Warm up - 10 minutes

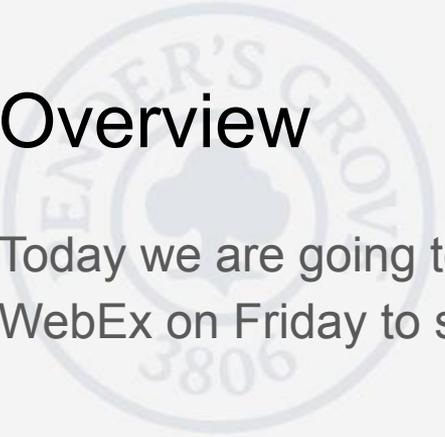
<https://mathsstarters.net/numoftheday/4digit>





Week 7 - Maths

Week 7 - Day 4



Overview

Today we are going to be constructing a maths game. There will be a whole class WebEx on Friday to share our games.

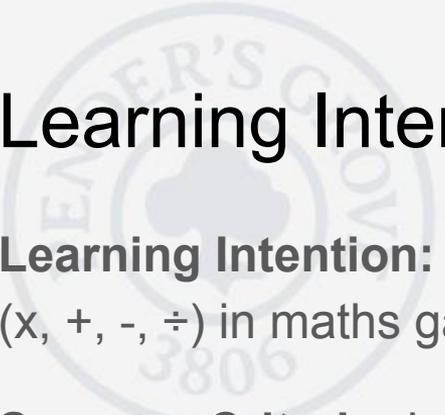
Remember, you can always change a lesson to suit yourself, if you don't like the games I suggest, make another one!

Timing:

Warm up (number of the day) 10 Minutes

Mini Lesson (what is a maths game?) 10 minutes

Exploration (you creating your game) 30 minutes



Learning Intention / Success Criteria

Learning Intention: We are learning how to show what we know about operations (x, +, -, ÷) in maths games

Success Criteria: I can draw a plan of my maths game. I can think about what questions I will ask players. I can begin making my game



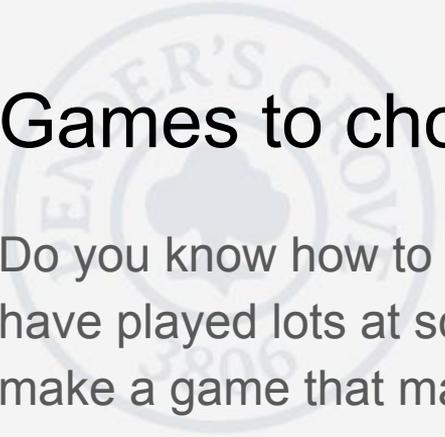
Mini Lesson - 10 minutes

Normally, in class, we could go through lots of examples of different games for inspiration, but during Remote Learning, this is difficult..... So to make it easier, we are going to think about just 2 games! (if you have a better idea, use that! Do not feel that you have to use my ideas)

I have who has

Snakes and ladders

I'll explain these games on the next slides

The logo of Emmer's Grammar School is a circular emblem. It features a central shield with a cross, surrounded by the text "EMMER'S GRAMMAR SCHOOL" and the year "1826".

Games to choose from

Do you know how to play these games? I have deliberately chosen games that we have played lots at school. If you do not remember, or are feeling stressed, please make a game that makes you comfortable.

I have done my best to describe the games in writing.

The logo for Emery's Group is a circular seal. It features a central emblem with a crown on top and a shield below. The shield contains a stylized figure. The text "EMERY'S GROUP" is written around the top inner edge of the circle, and the number "3806" is at the bottom. The logo is light blue and semi-transparent.

I have who has

One of the best games ever! And super simple!

A deck of cards, each card says “I have XX, who has $XX+XX$?” In place of the XX will be numbers

So 1 card might say “I have 6, who has $12+2$ ” another card in your game would say “I have 14, who has....” So that when you are playing your game that person will call out when you ask who has $12+2$.



Snakes and Ladders

Ok, I am **NOT** writing an explanation for this game!!! :) :) and i think you all know why.

The way to make snakes and ladders a maths game, is putting equations (number sentences) in the squares for players to answer. If they get it correct, maybe they can access a ladder? If they get it wrong maybe they slide down a snake?

Don't forget, you can always change games to make them more fun for YOUw



Exploration!

Now, today you should only spend the remainder of your maths minutes on this. Everybody will be different. I would suggest drawing your game first and writing down your ideas. See how long this takes, work on your games for the time you have. We will definitely not have these finished tomorrow, but we will be having a whole class meeting on Friday to share our progress :) :)

Happy gaming errybody

Email me your ideas if you can :)