

# MATH AND MASTERY: NOT A TRIVIAL PURSUIT

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This game may be an on-going review and reinforcement activity or a one-day extravaganza. You may adjust the basics to meet any need that arises.

## MATERIALS:

Transparency of game board. Outline should be permanent, lettering done in washable colors. (This game board will be projected onto a magnetic chalkboard.)

Dot Stickers. In four colors.

Tokens. Make from colored, laminated poster board to which you attach a magnetic peel-and-stick strip. Tokens are laminated so the dot stickers can be removed at game's end and tokens are clean for the next game.

Die. Use an ordinary die, or cut a cube from household sponge and mark it with permanent marker.

Number Cards. 2 x 2 laminated cards. Numbers are drawn to determine which text or worksheet problem is to be solved, so make as many as needed.

Problems. Use those from the textbook or from worksheets.

## PLAY:

1. Before play, mark game board to show hazard and bonus squares. (For example, a game board used for reviewing decimal operations might look like the board in Figure 1. Colored "Dot Spots" (corner squares) may be marked with operation signs; then, when a team lands on one of these "Spots", the team's problem would involve that operation.)
2. Divide the group into teams. (The number of teams depends entirely on the teacher and the size of the class. Our class game

usually consists of six teams—rows in the class—of 4–5 students.)

3. Project the overhead game board transparency onto the chalkboard. Place tokens on center circle to start.
4. READ RULES!
  - a) One member of the team draws a number. This number corresponds to the number of the problem on the page you are using. Note: you may substitute actual problem cards for the number cards. If you do, then the problem should be written at the board by the player who drew it so all team members may work it.
  - b) All team members then work the problem, confer, and agree upon one answer; the person who drew the number then gives the team answer.
  - c) If s/he is right, s/he rolls the die and the team token moves the rolled number of places in any direction. If s/he is wrong, the team token does not move. However, if the answer is incorrect, the first opposing team to give the correct answer takes an immediate free turn. Or, individual bonus points are given to students for work handed in at the end of the game. (Teacher announces which rule is in effect at beginning of game.)
  - d) Play continues in this manner with the next team unless the roll lands the team on a "Dot Spot" (those squares that lead to the center). When landing on a "Dot Spot", the team is given the opportunity to earn the dot of that square's color by correctly answering the related problem. For example, on the game board in Figure 1, if a team landed on the red "X" square, they would be given a decimal multiplication problem (teacher's choice), and if the team answered correctly, would receive a red dot to put on their token. If the answer was incorrect, play then continues with the next team (see above, step c).
  - e) Special squares (such as "Bonus Move"; "Go to the nearest Dot Spot"; "Move Ahead 2"; etc.) may be added to the game board at the teacher's discretion.

- f) The team filling its token with all four colored dots, reaching the center circle (roll does not need to be exact), and answering a final teacher's choice question wins.
- Variations abound in this game. Problem choice, game board design, and length of play can be changed to suit the needs of the day. To shorten play, no die is used; rather, tokens move from "Dot Spot" to "Dot Spot".
  - Store tokens (removed earned dots), transparency (clean before storage), number cards and/or problem cards, and die for play yet another day.

