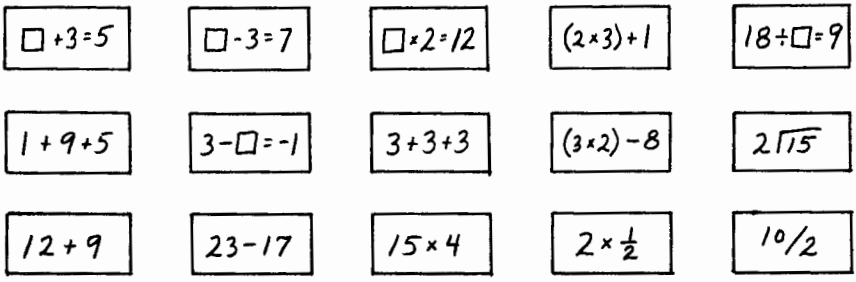
BOARDS OF EDUCATION

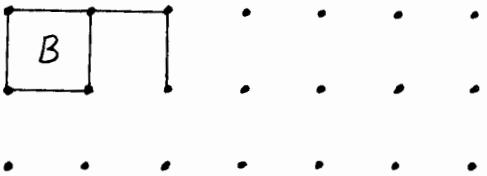
Bethel Hooven
Union School
College Corner, OH 45003

Arithmetic drill is boring, but necessary. A favorite game of students to drill on arithmetic is one called TRAVEL. TRAVEL uses the classroom as a game board. One student stands beside another, the first one to answer correctly when shown a flash card moves to the next student. The objective is to move around the room and return to your own seat. Even the poor student enjoys the action and usually pays close attention. Variation in the flash cards assures interest, learning and gives all players a chance to move. Here are some examples of the sets of flash cards we use at the fifth grade level:



These same cards may be used to play other board games. A simple board may be made by duplicating the calendar for the month. Each child is given a copy of the calendar and a game piece (bottle cap, coin, button, etc.). We usually work in groups of four, with the fourth child armed with a calculator, as the referee. The referee shows the flash card to the first player. If the child answers correctly s/he moves her/his piece that number of spaces (any two-digit answer must be added together to obtain a one-digit answer). A game piece landing on a Sunday or a holiday must move back two spaces. The winner of the group then becomes the referee in the next round.

The same game may be played using dot paper instead of calendars. Each group is given one sheet of dot paper. The objective is to form squares, placing your initial in each square you complete. If the answer is six, you may connect six dots. The winner is the player who captures the most squares.



This game also may be played using graph paper and crayons. Each group is given one sheet of graph paper and each player one crayon. If the correct answer is seven, the student colors in any seven squares. The game ends when the sheet is completely colored, the winner being the one with the most squares.

We often use checkerboards. The student starts at one corner and must reach the opposite corner. The player can move horizontally or vertically and may break the total into parts. For example, seven may move three horizontally and four vertically. Chinese checkerboards also could be used.

A circular board adds variety. Save the cardboards used as pizza backings. Purchase contact paper patterned in squares (looks like graph paper). Cover the board with the contact. Using permanent markers, design your own pathways. Then, to preserve the boards, cover them with clear contact paper.

You can also use road maps or city maps as game boards. These usually need to be enlarged. Be sure the mileage between the cities is shown. If city maps are used, count blocks. Map boards are more difficult to use, so set your rules carefully.

NEAT TRICK

Ask your students to hand in their papers, folded in half. This is usually very easy for them. Now, try asking for the assignment (any subject area) to be handed in folded:

1. In fourths.
2. In thirds.
3. As a triangle.
4. As a square.

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