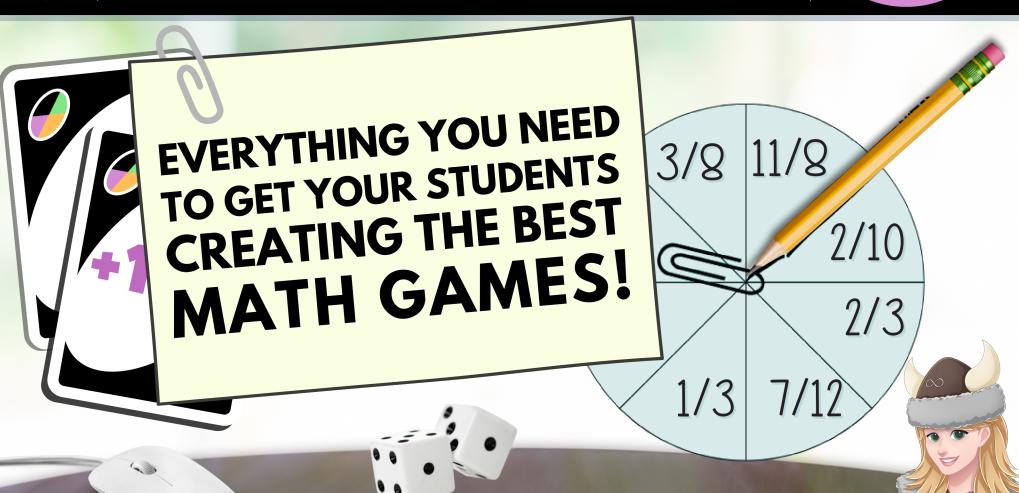
# D.I.Y GAMES ON THE FLY





DIGITAL & HANDS-ON

# STUDENT CREATED SPINNERS



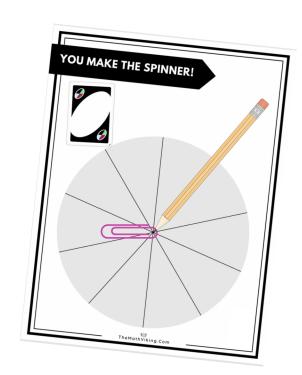
Games are an engaging way to practice a new skill. They are also SO MUCH MORE! Student created or student adapted games give us insight to their reasoning, understanding, and confidence levels.

When learners can adapt a game to be easier, harder or apply a different math skill - they are synthesizing ideas and creating something new! They have BUY-IN and we have INSIGHT.

Take full advantage of this spinner for your content. Try presenting the blank spinner to students and ask them how to make a game out of what we are learning right now.

#### **OPTIONS:**:

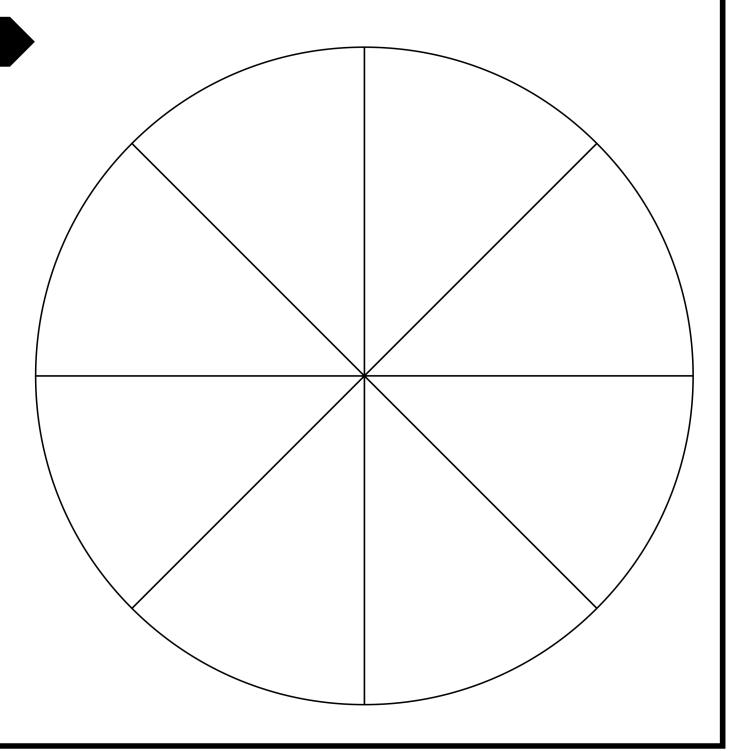
- add & subtract tens from random numbers on the spinner
- subtract random numbers from 100
- multiply by a particular factor.
- divide by a particular factor.
- change the value of a variable, exponent, coefficient ...
- multiply 4y -1 from expressions students create

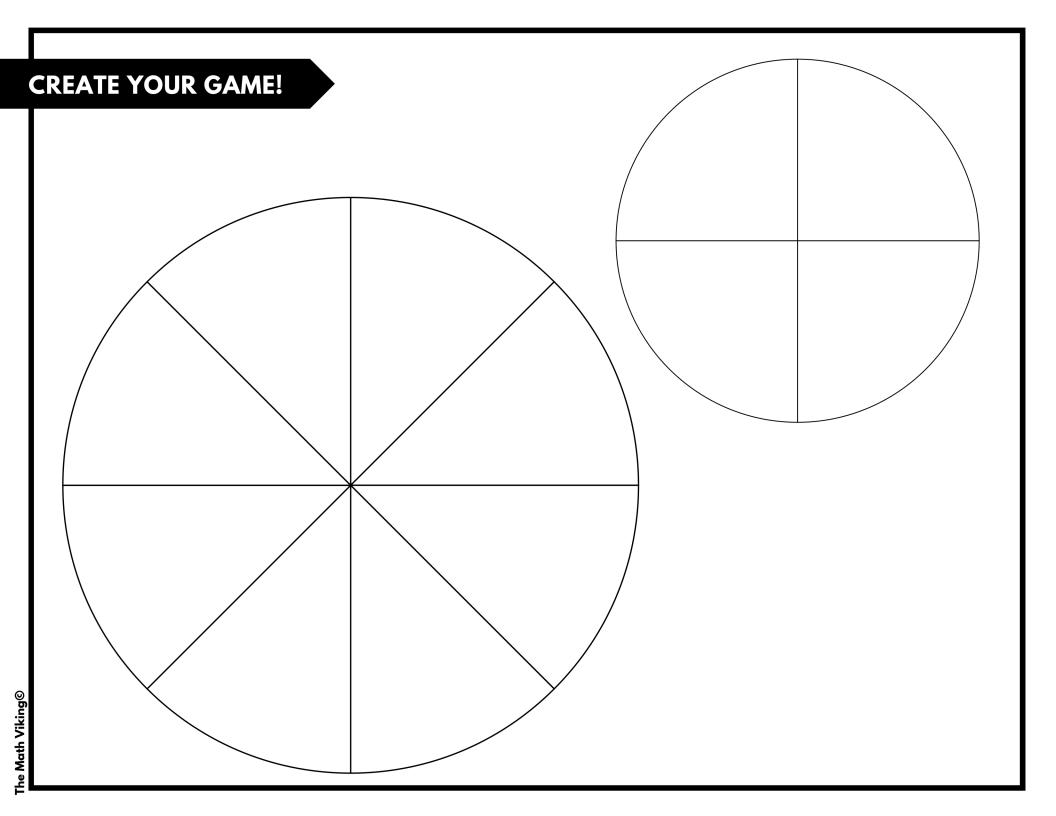


WHAT ELSE COULD YOU DO WITH A BLANK SPINNER?
OR A BLANK CARD AND A BLANK SPINNER COMBINATION?

# **CREATE YOUR GAME!**







## **TEACHER NOTES:**



## **STUDENT CREATED BINGO!**

Take full advantage of blank BINGO boards for your content. Create a few of your own and then have students create their own. **TRY SOME VARIATION OF THESE.** 

#### Addition & Subtraction:

- Filling it with "sums we might get when we roll two dice"
- "Differences we might get when we subtract one playing card from another"

#### Place Value:

"Create a board with numbers >50 and < 100."

- o Cover the number that is 3 tens less than 45.
- o Cover the number that is 4 tens and 26 ones.
- Cover the number that is 18 ones and 5 tens

#### **Fractions:**

• Fill your board with fractions equivalent to 1/2, 1/4 or 3/4. I will call out equivalent fractions. "Cover 75/100. Cover 3/6. Cover 2/8." (Observe their boards. This is a great exit ticket.)

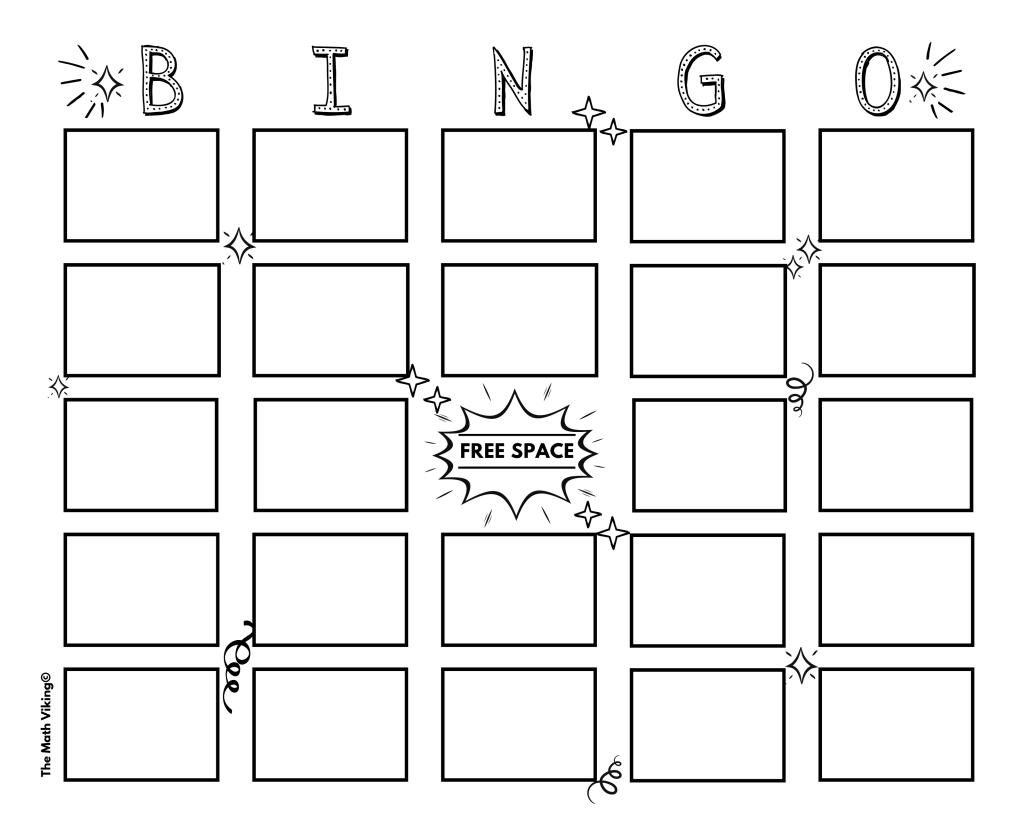
### **Multiplication:**

• Fill your board with products we should see when we multiply two regular dice.

## Integers:

• Products we should get when we flip two cards and multiply. Black cards are + and red are -.

WHAT ELSE COULD YOU DO WITH A BLANK BINGO CARD?





# PIG GAME RULES



Players take turns rolling & mentally tallying the points until they decide to stop and "BANK" the points so far, OR until a ONE is rolled and all points are lost.

Play moves to the next player when points are banked or a one is rolled.



Each player rolls \_\_\_\_ dice.

\*one or two

The number rolled is worth \_\_\_\_\_

\*ones, tens, hundreds, halves etc...



Write down your points for each turn IF you "bank" before rolling a one.

**DON'T BE A PIG!** 



BE CAREFUL!
Roll a ONE and lose
all points that aren't
in the bank!

# **PIG GAME RULES**



Each player rolls \_\_\_\_ dice.
\*one or two

one or two

The number rolled is worth \_\_\_\_\_.

\*ones, tens, hundreds, halves etc...

Players continue rolling and tallying points until they "BANK" the points OR roll a ONE and lose all points.





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# **PIG GAME RULES**



Each player rolls \_\_\_ dice.
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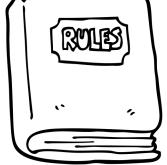


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# **PIG GAME OPTIONS!**



Let's change it up! Create a NEW RULE or a new way to play "Pig!" Here are some ideas.



- ☆ Each player rolls \_\_\_\_ dice.
  - \*one or two
- The number rolled is worth \_\_\_\_\_\_

\*triple the value, half the value, 7 times the value etc...





- Roll 2 dice at a time. Rolling a 1 still makes you lose your turn, but rolling double ones makes you double your points so far!
- **※** \_\_\_\_\_



## **TEACHER NOTES**



## **STUDENT CREATED "WAR" GAMES**

Flip & Skirmish (or War) has lots of variations. I hope to discover more so feel free to tag me and share your ideas! Usually the largest number is the winner and the winner keeps the cards. Player with the most cards when time is up, wins. Do you need to use the template?? NO! But it's fun and it serves as a reminder of the different games.



#### TRY SOME VARIATION OF THESE:

- Flip & Compare numbers
- Flip & Double, then compare
- Flip 2 & Make the largest EVEN number you can (no even digits? DOUBLE BATTLE)
- Flip & Multiply by 7, then compare
- Flip 2 & Smallest Difference Wins!
- Flip 2 & place in any order. Closest to 50 wins.
- Flip 2 & place in any order. Use a counter for a decimal point. Closest to .75 wins Closest to 1.5; Closest to 9/10; Closest to 25%; Infinite options!

Have students come up with a NEW VARIATION or a NEW RULE!

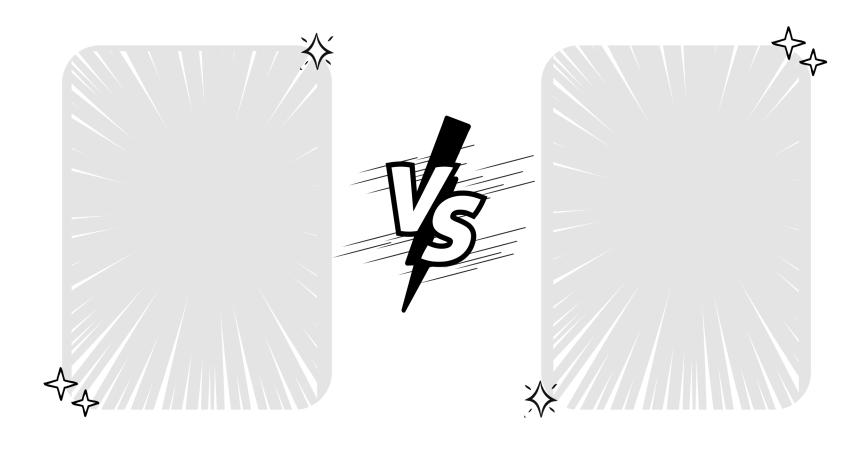
\*Flip 3 cards and choose the 2 you want! (One of my favorite student rules.

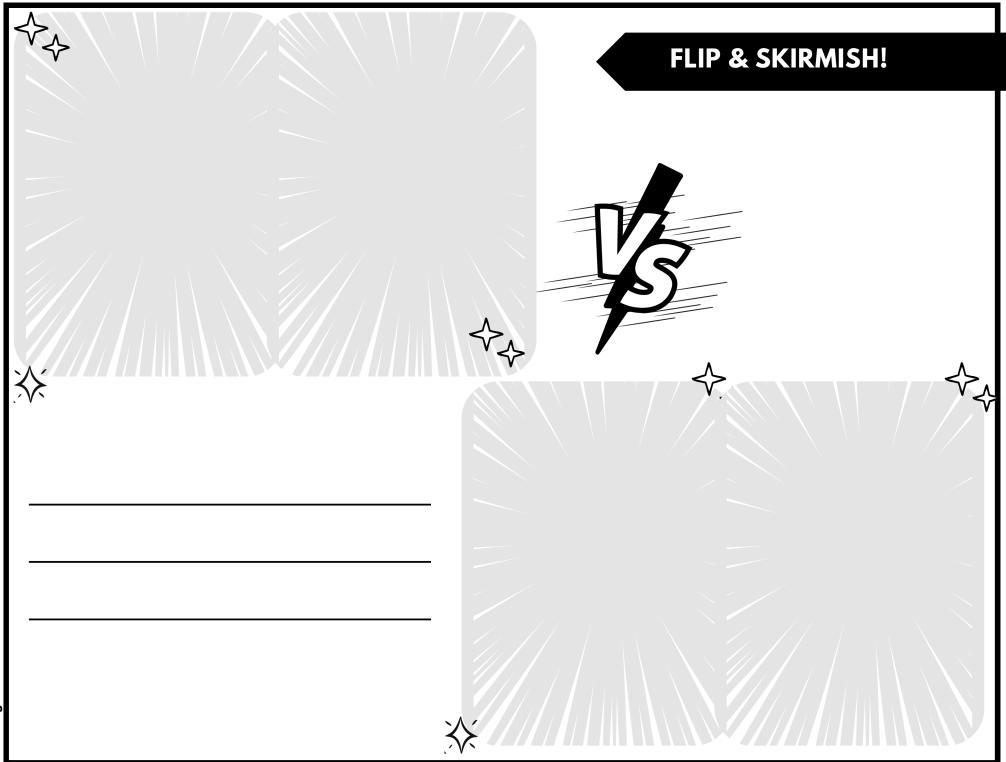
What else could you do with a deck of cards?

Email me another idea you tried, and I will send you another great game!

THEMATHVIKING@GMAIL.COM

# FLIP & SKIRMISH!





• Math Viking©



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\*Sharing with your own students via a closed Google Classroom is always permitted.



02/20/2021 | Bonnie F.

# 100 Number Dash! 100th Day Counting & Skip Counting Gam...

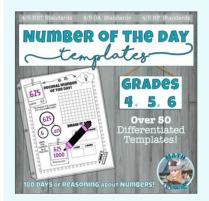
This has been a "game changer" - pun intended. Students really love to play it and it's helped so much with understanding fractions. We will be adapting the game to use in the various other ways you've provided. Thank you1



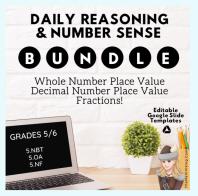


My students had so much fun playing this game. I love how you can adapt it to different levels and skills.

## **Engaging Math on TPT for Upper Elementary & Middles**



Number Sense **Templates** 



Build a Thinking Classroom!



Counting/Composing Decomposing FUN!



Engaging games to reason about fractions



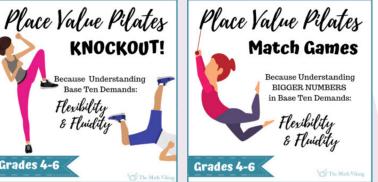
Fun Projects & Student Created Extensions!













(No math. Just fun.)



Printable Enrichment pages OR packets!



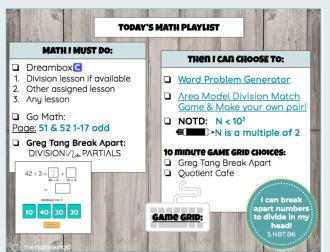






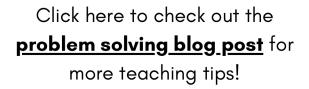


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If you think math should be as playful as it is sophisticated,
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