4W HOMEWORK – SET THURSDAY SEPTEMBER 12th – DUE WEDNESDAY SEPTEMBER 18th

The Assignment

Here are the 20 most common math facts that we need to practice as a class:

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| --- | --- | --- | --- | --- |
| 3 x 4 = 12 | 3 x 6 = 18 | 3 x 7 = 21 | 3 x 8 = 24 | 3 x 9 = 27 |
| 4 x 6 = 24 | 4 x 7 = 28 | 4 x 8 = 32 | 4 x 9 = 36 | 6 x 7 = 42 |
| 6 x 8 = 48 | 6 x 9 = 54 | 7 x 8 = 56  | 7 x 9 = 63 | 8 x 9 = 72 |
| 4 x 4 = 16 | 6 x 6 = 36 | 7 x 7 = 49 | 8 x 8 = 64 | 9 x 9 = 81 |

Use your creative skills to make a game for us to play in school to help us learn these facts by heart. You will explain your game in our math lesson on Thursday, and the games will be kept in school for the whole year for us to use.

Success Criteria

* Your game must be for between 2 and 4 players
* Your game must last no longer than 10 minutes (not including explaining time)
* Your game must have a clear way to start and end (you may choose to have a winner or not)
* It must be easily stored (a box, a bag etc)
* Your game must use the math facts in some way

Some ideas to help

* Card games like Snap, Memory or War
* Board games like Chutes and Ladders, or Candy Land
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Managing your time

You have a week to plan, create and test your game. Here is what I expect in each part of the design process:

**Planning phase:** Think about what kind of games you like that will meet my success criteria. Brainstorm ways that you could adapt games to use all 20 math facts.

**Creation phase:** Make the game! Mr Wolfson has dice (including some 10 sided dice), counters and art supplies that you can use, so ask him if you need some

**Evaluation phase**: Play your game with someone at home. Have them give you feedback (What Went Well? Even Better If?). Go back and make changes so that your game meets our success criteria

Talk to Mr Wolfson if you have any questions or problems.