

Beat the Teacher - Maths Warm-up Game

Mathematical Focus

- Place Value
- Probability

Age Range

- F-6

Introduction

Students do not need any motivation to try and beat the teacher. Success in this game comes down to understanding of probability but luck also plays a part. Opportunities for fluency occur as students share/model their constructed numbers and discussions surrounding difference, closest to etc.

Materials

- A simple row of six blank boxes
- One 10 sided die (numbered 0-9)

Organisation

- The entire class versus the teacher.
- Teacher writes up a grid of 6 blank boxes on the board.
- Each student writes a grid of 6 blank boxes in their book.

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Objective: Construct a larger number than the teacher

Instructions

1. Players take it in turns to roll the die.

2. Each player chooses to place the number somewhere on their grid e.g. If a 5 is rolled, most players place it somewhere near the middle.
3. Another player rolls the die and this number must now be placed in the grid.
4. This process continues until all six boxes are filled.
5. If a student thinks that they have a larger number, they share it with the class.

Variations

- Reduce or increase the number of boxes.
- Make it that the lowest number wins.
- The number closest to a given number wins e.g 50,000.