

THE CORRECT BRICK ROAD

Level	3 (Age group 11-14)
Resources Required	Notecards with numbers on it Paper Pencil
Alternate Options for the Resources	Students can make 30 notecards, the size of their palm, with any composite numbers below 100: Pick 30 composite numbers (any number from 1-100 excluding the numbers 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89 and 97)
Strand Covered	Numbers & Operations
Targeted Skills	Factorize composite numbers
Inspired by	Study.com
Time Required	15 minutes for the game 15 minutes for preparation
Previous Learning Required	Prime numbers
Support Required	Medium support

Rules of the Game:

Goal	The individual that has the most points at the end of the game, wins
Rules	Once a card is drawn, it cannot be swapped out Points system: The student who writes out the correct brick road the fastest for each card gets 2 points Students who write out the correct brick road but aren't the fastest, get 1 point Students who write the incorrect brick road gets 0 points The game ends when three times the number of cards has been drawn as the number of players. For example, if there are 4 players, then the game ends when 12 cards are drawn
Steps	Step 1: The notecards are placed in the middle of the players (3-6 players) Step 2: Player 1 draws a card from the pile and reads it aloud. For example, it has the number 12 written on it

	<p>Step 3: All the players (including player 1) write out a brick road of prime factorization numbers that lead to the number 12 (2, 2, and 3). See the image reference below for an example of the brick road.</p> <p>Step 4: Points are allocated for this round based on the points system in the rules section</p> <p>Step 5: Player 2 draws the next card, and the process repeats</p> <p>Step 6: The game ends when 9 rounds have been completed in a game with 3 players and the winner is declared the player with the most points.</p>
<p>Images or Illustrations</p>	<p>Example of correct brick road for prime factorization of 12:</p> 
<p>Variations of the Game</p>	<ol style="list-style-type: none"> 1. The number range could be increased to 1-150 instead of 1-100 2. One point is lost for every incorrect brick road
<p>Enrichment</p>	<p>None</p>
<p>Simplification</p>	<ol style="list-style-type: none"> 1. The learners group up, so they decide collectively what the brick road ought to be 2. Composite numbers from 1-50 are chosen instead of 1-100