

BULLS EYE!

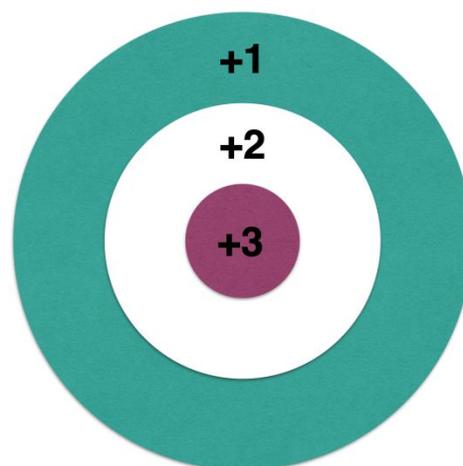
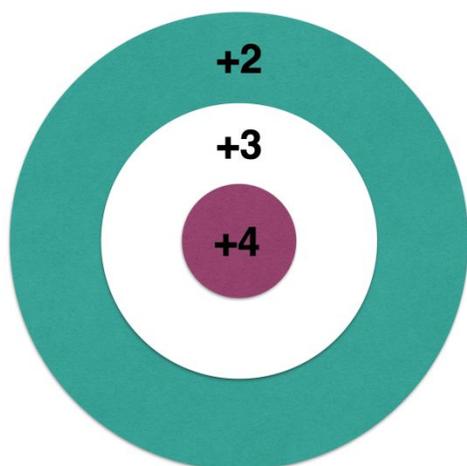
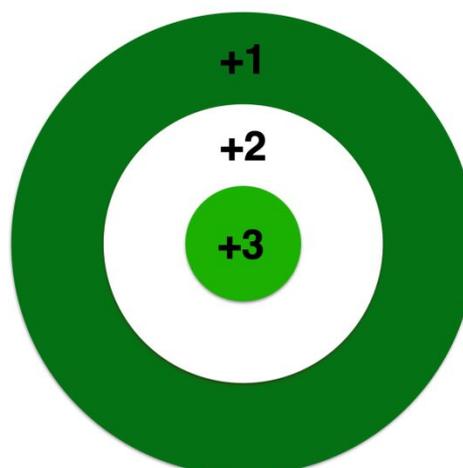
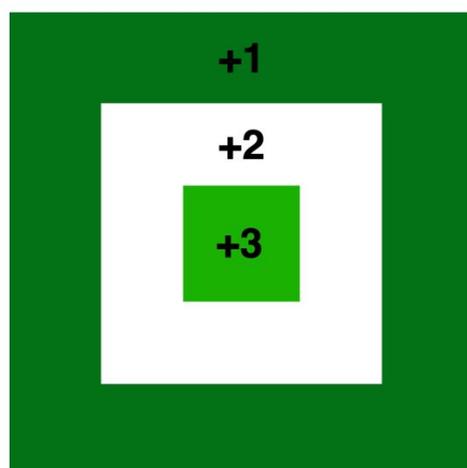
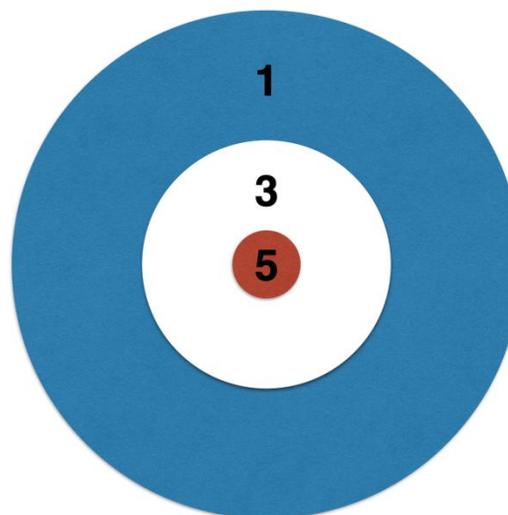
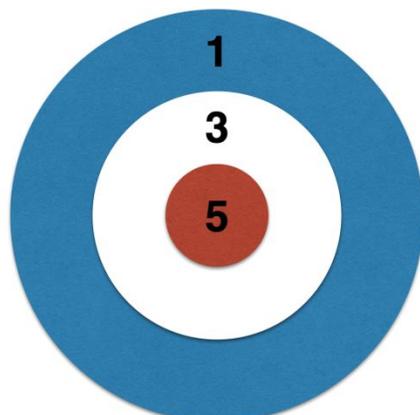
Level	0 (Age group 4 – 5)
Resources Required	Rocks, bean bags, or something else that students can toss Print-outs of targets (2 targets per game; see Images/Illustrations)
Alternate Options for the Resources	You can recreate the targets in Images/Illustrations using one of the following <ul style="list-style-type: none"> • paper and pencil (be sure to use a big piece of paper) • tape on the ground • chalk on the ground <p>Start by creating the circular or square regions, and then fill in each region with the appropriate operation and numbers using a chalk.</p>
Strand Covered	Numbers and Operations, Shapes & Measurements
Targeted Skills	Add up to 20
Inspired by	Inspiration Labs
Time Required	Set up time 15 minutes Game time 15 minutes
Previous Learning Required	Knowledge of numbers from 1-10 Knowledge of addition up to 10
Support Required	High supervision

Rules of the Game:

Goal	Score the most points by performing the operations in the target correctly.
Rules	The player with the maximum number of points wins the game. All players in a team should take turns to say the answer in a certain sequence, so that everyone is involved.

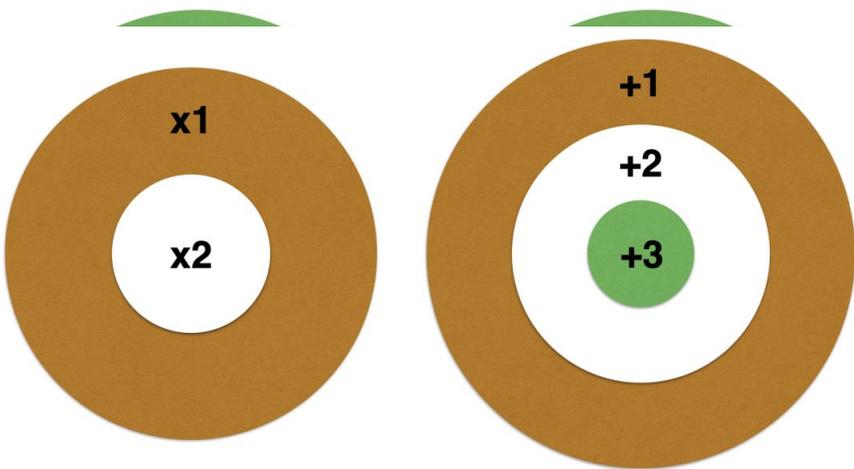
Steps	<p>Step 1: The teacher creates two targets in advance (see Images/Illustrations or Alternative Resources). The teacher should choose two of the same targets.</p> <p>Step 2: Split students into two teams of 2-4 students (the teams must have the same number of students).</p> <p>Step 3: Each round, one student from each team tosses a rock onto their team's target.</p> <p>Step 4: The area that their rock lands on determines the number of points that is added to the team's total. For example, if a student's rock lands in a +2 region, then 2 points are added to that team's total. If a student's rock does not land on the target, the team for this round receives no points (for more advanced students, this would be a nice time to introduce the concept of zero).</p> <p>Step 5: The teacher should keep track of teams' progress on a whiteboard or chalkboard that all the students can see. If a board is not available, the teacher should keep track using paper and pencil.</p> <p>Step 6: Students must do the addition calculation before the next round can begin. For example, if Team 1 has 4 points and the student for this round scores +2 points, the teacher should write on the board $4 + 2$. The students, working as a team, must come up with the correct sum of 6. Teams have three chances to say the correct answer or the team will otherwise receive no points for this round (this discourages guessing).</p> <p>Step 7: Repeat Steps 3-6 until all students have taken a turn.</p> <p>Step 8: After all students on a team have taken a turn, the team with the highest sum wins.</p>
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Images or Illustrations



Variations of the Game

- Have students play this game on many of the different targets.
- Have students play this game on targets that involve operations other than addition, like the following:

	
<p>Enrichment</p>	<ul style="list-style-type: none"> • The teacher can make two different targets instead of two of the same targets. Have teams choose which target they want to play on (the teacher can choose which team chooses first by flipping a coin, having teams try to guess a number that the teacher is thinking of, etc.). After the game, ask students which target they think makes it easier to win. Be ready for a discussion with lots of different answers.
<p>Simplification</p>	<ul style="list-style-type: none"> • Have students who are having trouble hitting the target stand closer to the targets. • Give students who are still learning their addition facts an unlimited number of guesses. • Learners can use counters to add or subtract.