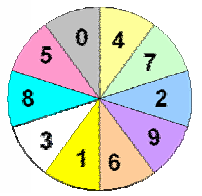


BIG IDEAS GAME CLOSET



Choose Wisely

Materials: Two spinners, one with integers 0 to 9 and the other +, -, x, ÷
Paper, pencil, coin

Directions: Students work in pairs. First one student flips the coin to determine if they are going for the higher or lower answer (heads--higher, tails--lower). Next, the other student spins the operations spinner to determine the operation. Students will then use the appropriate pattern for their problems. Each student has their own.

$$\begin{array}{r} \square \square \\ + \square \square \\ \hline \end{array}$$

$$\begin{array}{r} \square \square \\ - \square \square \\ \hline \end{array}$$

$$\begin{array}{r} \square \square \\ \times \square \\ \hline \end{array}$$

$$\square \square \div \square =$$

Students take turns spinning the number spinner. Students can place the number in any space in their pattern. Play continues until all spaces are filled. Once a number is placed it can not be changed. When all spaces are filled, students compute the problem.

Who Wins? The player with the higher or lower score (as determined by the coin toss) wins the round.

