

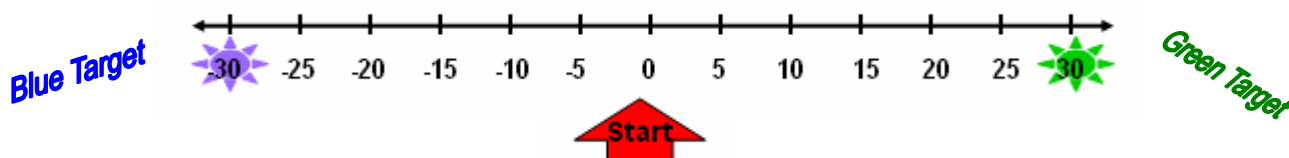
BIG IDEAS GAME CLOSET



Right on Target

Materials: A spinner with equal sections for +, -, x. (Circles divided in thirds and paper clips for spinners will do nicely.)
Two decks of cards labeled -5 to 5. (These can be made from index cards.)
Paper and pencils

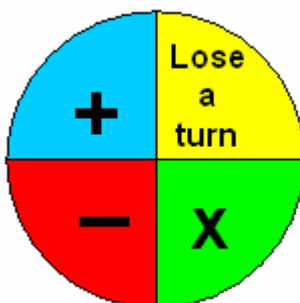
Directions: Play in groups of 4 or 6. Divide each group into a blue team and a green team. Each group draws a number line from -30 to 30.



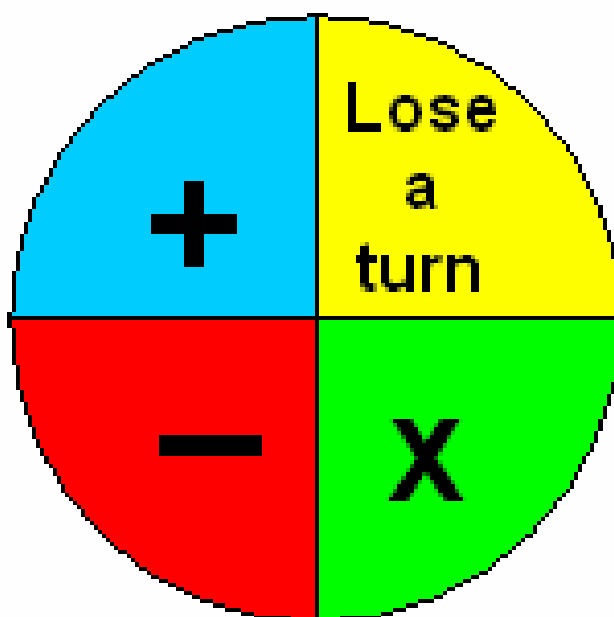
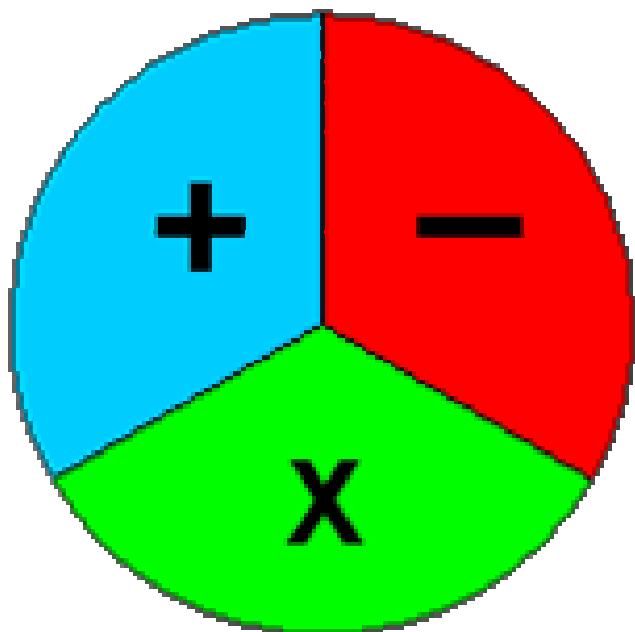
Shuffle each deck separately and place them face down on the table. One team spins the spinner while the other selects a card from each deck. The team that selected the cards creates an expression using the integers on the cards and the operation on the spinner. They evaluate the expression, then move that distance on the number line.
Example $-5 + 2 = 3$. This team would move three units to the right. Then exchange rolls. Each team's next move will begin at their previous stopping point.

Who wins: The team to first reach their target wins.

Variation: Divide the spinner into four sections. Label one...Lose a turn.



Spinners and cards



-5	-4	-3	-2	-1	0
1	2	3	4	5	