Math game

- Cotton-Hen -

Educational Goals

- Practice addition facts (1 + 1 to 6 + 6)
- Develop mental calculation processes

Key Features of the Targeted Competency

- To mobilize mathematical concepts and processes appropriate to the situation (C2)
- To apply mathematical processes appropriate to the situation (C2)

Concept Used

- Arithmetic (addition)

Materials

Option 1 (per team)

- Two egg cartons with 12 spaces annotated (see appendix 1)
- 24 pieces of cotton
- 2 dice

Option 2 (per team)

- Two copies of appendix 2
- 24 chips
- 2 dice

Targeted Academic Level

Elem Cycle One

Targeted Competency

C2

Mathematical Field Concerned

Suggested Teaching Formula

Time Required

Approximately 40 minutes

Rules

Goal of the game: Mark the 12 spaces of the henhouse.

Note to teacher: *In this sheet, we use the expression "mark a space". This consists of placing a piece of cotton or a chip in a space of the carton. Also, the henhouse refers to the egg carton* ***or*** *the copy of appendix 2. We advise adapting the instructions according to the materials chosen.*

Preparation: Each player places his henhouse in front of him and places his 12 pieces of cotton (or chips) beside it. Both players mark the space ✶.

Process: The youngest player starts. In turns, the players throw two dice. If the sum of the two dice is 7, then the player who threw the dice says "Cotton-Hen!" and marks an available space of his choice. Otherwise, the player marks the space corresponding to the sum of the two dice. If the space is already marked, it is the other player's turn.

End of the game: The game ends when a player marks the last space available on his henhouse. This player is named as the winner.

Suggested Process

Step 1: (10 minutes)
Place the students in teams of two, distribute the materials and explain the rules.

Step 2: (20 minutes)
Let the students play the game. If they have time, they can play a game again.

Step 3: (10 minutes)
Come back on the game by questioning the students to know the most difficult numbers to get with the sum of two dice (according to their game experience). Briefly explain that there is only one way to get a 2 or a 12. Question the students on the number of times they got a "Cotton-Hen" (the number of times they got 7). Discover the ways to get 7 with two dice.

Short on Time?

Leave the game available for the students for "free" periods or during activities in class.

Appendix 1

Appendix 2