
Beat the Teacher

Math Games

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Getting Ready to Play

Game Play and Rewards

All these games can be used with the lessons taught in your class, whether you are working on fractions, decimals, whole number, or integers.

Every student participates in each game. Each game has an easy to follow “game card” for students to use. Require students to turn in game sheets for accountability. However, they will all participate because they love to

Beat the Teacher!

This is all you need to play these games.

Supplies

- ✓ dice
- ✓ deck of cards
- ✓ overhead

About using Decks of Cards

Cards are used as random numbers in these games. Each game that uses cards will explain how to use the deck of cards.

Cards are converted to numbers by designating:

- ✓ Red cards as negative numbers.
- ✓ Black cards as positive numbers.
- ✓ Jokers as 0 or decimals.
- ✓ Face cards: Jack 11
 Queen..... 12
 King..... 13

Rounding Game

Game Instructions

Objective

Students earn points by making the largest number possible and rounding correctly.

Materials Needed

- ✓ Nine cards, numbered 1–9. The cards can be from a regular deck of cards.
- ✓ Game sheet for each student
- ✓ Overhead of the game sheet

Directions

1. The teacher draws and reveals one card at a time. (Four total cards are drawn.)
2. Students place the number in one of the place value holders. They may not erase a number once it has been placed.
3. The teacher places the drawn numbers on the overhead game sheet. The teacher's final answer is not revealed until all numbers have been filled in.
4. When all grids have been filled, students round the number to the specified place value.
5. **Note:** You may use the same place value throughout the game or choose a different place value for each round, such as whole number, tenths, and hundredths.

Scoring

1. Students score 1 point for rounding the number correctly. A second point is scored for any student that created a number greater than the teacher's.
2. The teacher scores one point for rounding correctly, which she "automatically" scores. The teacher scores another point if the teacher's number is the largest number obtained by anyone.
3. After 10 rounds or the number of designated rounds, everyone adds up their score. Anyone who scores higher than the teacher is considered a winner.
4. Winners receive a treat or extra credit.

Variations

- ✓ Eliminate the decimal or move it to another location for a different set of rounding rules.

Beat the Teacher Cube It

Round	Dice Roll		Score	Bonus	Total
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Grand Total					