go back sol solve a solve a skip ahead solve a START pro broblem! two spaces problem! problem! three spaces skip ahead skip ahead solve a skip ahead solve a skip ahead three three problem! two spaces two spaces problem spaces Creating solve problem! Graphs go solve go back back solve a solve a Lose a two problem! problem! turn! problem three spaces spaces solve solve FINISH solve a solve a go back aproblem! problem! two spaces problem problem skip skip solve back ahead ahead two three three problem spaces spaces spaces solve a solve a solve a solve a solve a back skip ahead problem! two spaces problem! problem! three problem! problemi

spaces

Creating Graphs

SCROLL to take a look inside!

© Chloe Campbell

20 Problems Included:

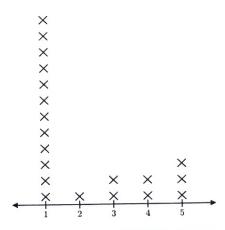


13 - The numbers below are a basketball team's scores over its 18-game season.

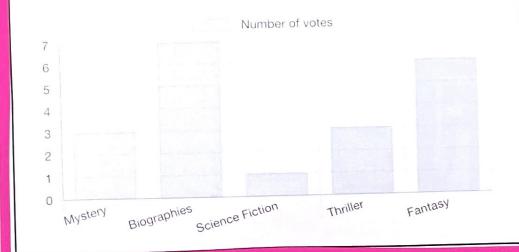
Create a stem and leaf plot (with 7 0=70 as the key) to represent the data.

65, 59, 56, 67, 72, 55, 70, 55, 71, 64, 61, 68, 52, 58, 70, 70, 52, 55

IH - A group of moviegoers are asked to rate the movie they just watched on a scale of I to 5 stars. Their responses were compiled into a line plot based on each moviegoer's score. Represent this data as a circle graph based on the percent of total responses that belong to each star-numbered score.



16 - A group of customers at a book store was asked about their favorite book genre. The results of this survey are compiled in the following bar chart. Represent this data as a circle graph based on the percent of total responses that belong to each category.



15 - A pizzeria owner creates a chart for his five employees to keep track of their work. Each time an employee bakes a pizza, they are asked to add a sticker next to their name. By the end of the day, the chart looks as follows.

Represent this data as a circle graph based on the percent of total served pizzas that each employee at the pizzeria baked.

Employee	Pizzas baked
Ruby	000000
Lisa	
\mathbf{Ahmed}	•••••
Lula	•
Cheryl	



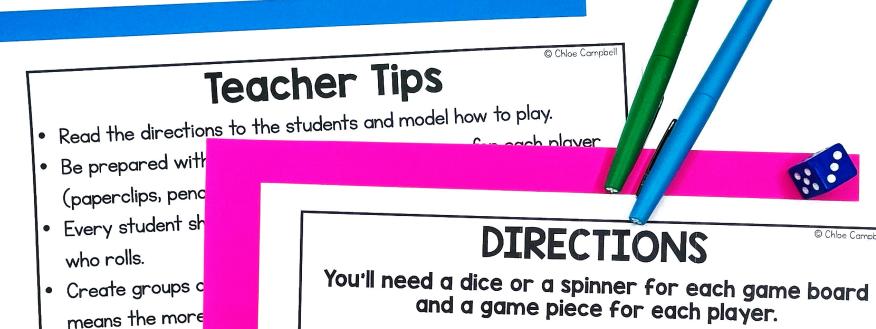








Receive



Remind students

just an added

and a game piece for each player.

The person whose name comes first in alphabetical order will play first in the game. Roll the die and move that number of spaces on the game board. Each person will solve the problem on their own recording sheet. Everyone will double check their answers with each other. If you have the same correct answers, the next person should roll the die. If you have different answers, discuss it with your team. Find a mistake in your work or try to solve the same problem again, then the next player may go.

If you land on a space with an arrow, you must solve the problem before moving to the next space. *If you finish early, play the game again.

solve a go back solve a problem! skip ahead solve a problem! START two spaces three spaces skip ahead solve a skip ahead three skip ahead spaces solve a skip ahead two spaces problem! two spaces problem! solve Creating ••• problem Graphs go back solve solve a a go back Lose a solve a problem! spaces problem turn! problem! three spaces solve solve a FINIS problem solve a go back solve a problem two spaces problem! problem! Creating Graphs Recording Sheet

Student Recording Sheet

HAPPY TEACHERS SAID...

This was a hit during centers. All students were engaged, and better yet - learning! Love this!

My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days.

These are great for small group stations! What a fun task card adaptation. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing they are actively learning and participating with evidence of ability. Great resource!

What's the Best Way to Use this Game?

- Math Centers or Stations
 - Whole Group Practice
 - Morning Work
 - Partner Activity
 - Early Finisher Tasks
 - Substitutes

Tips for Playing Math Games:

- Read the directions to the students and model how to play.
- Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- Every student should solve every problem not just the person who rolls.
- Create groups of 2–4 students. The lower number of students means the more focused students are while playing.

Tips for Playing Math Games:

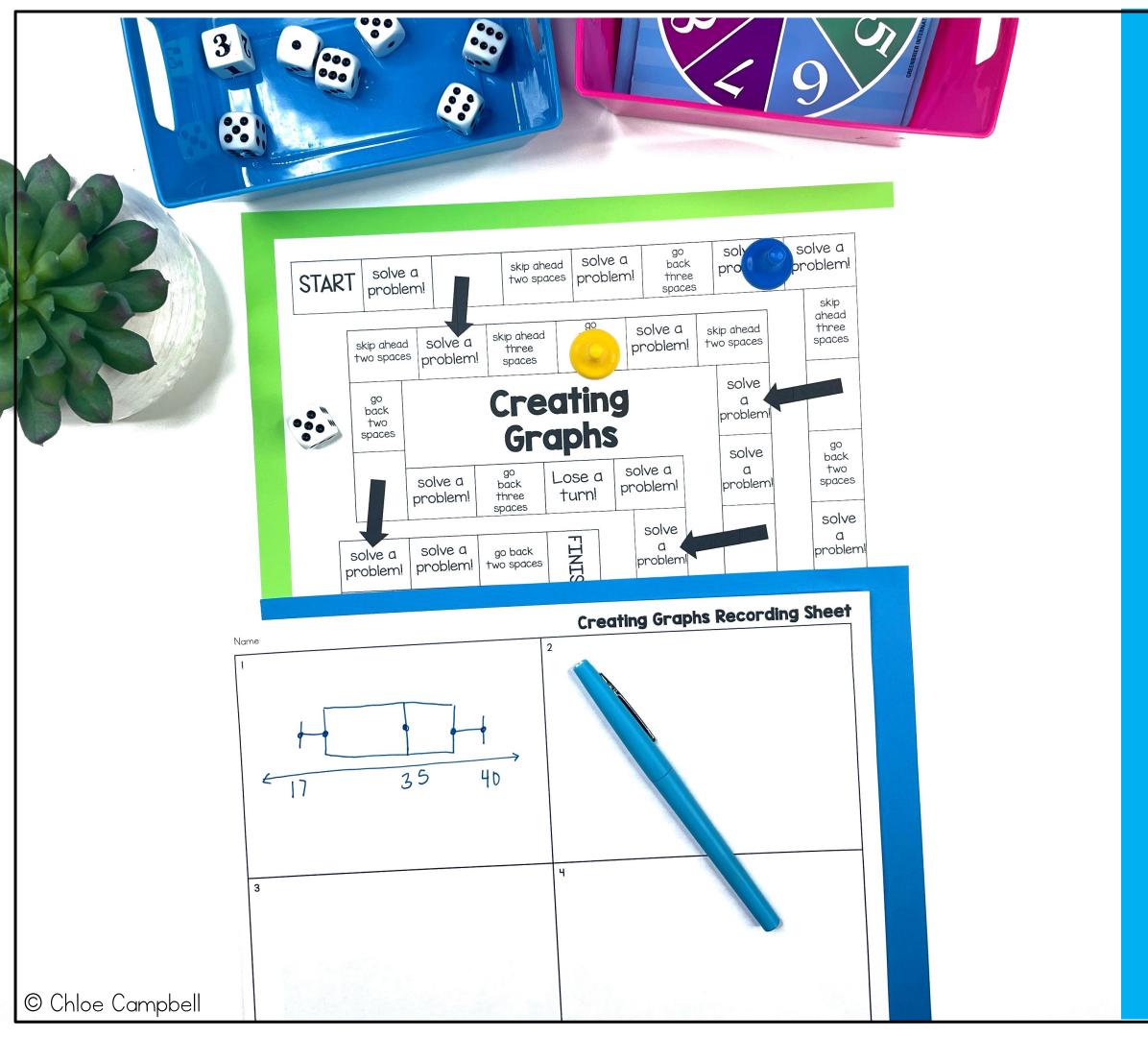
Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.

Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

Why Board Games?

Research shows that challenge-based gamification in the classroom lead to an increase of 34.755% in student performance

(ScienceDirect, 2020).



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achievement increase!

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