Unit 6, Lesson 16

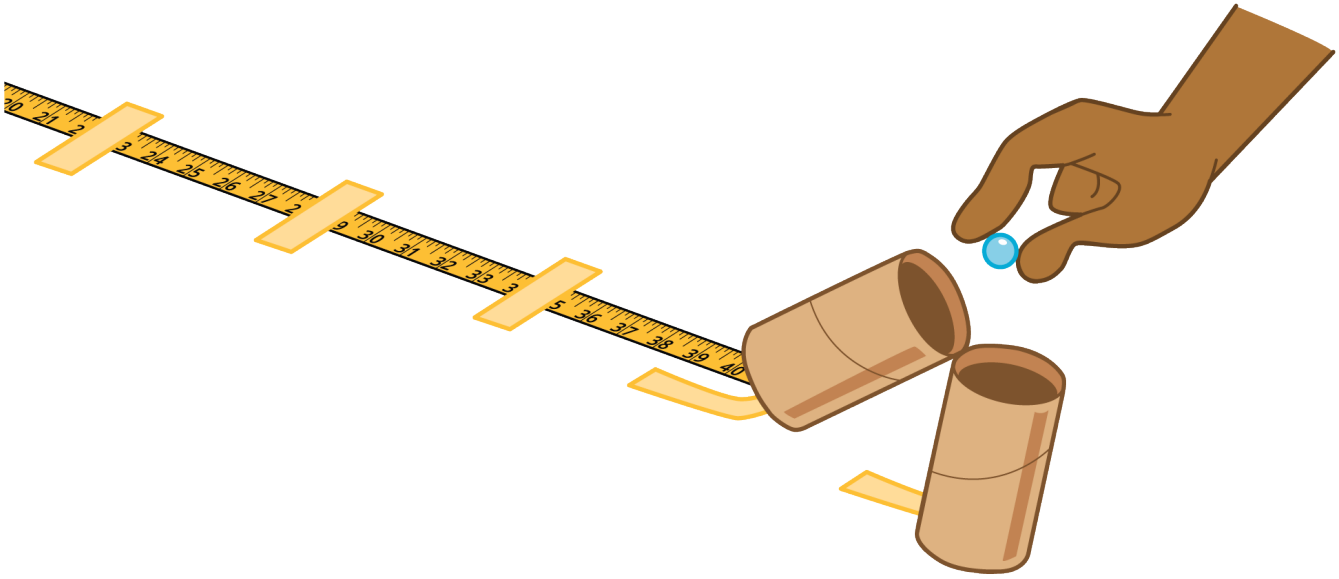
Design a Game

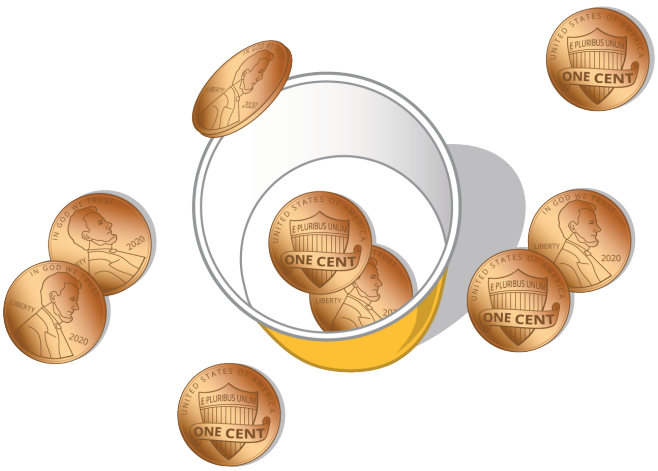
Let's design a game.

Warm-up

Notice and Wonder: Games

What do you notice? What do you wonder?




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Activity 1

Create Your Own Game

1. Use the materials to design your own game.

    a. What are the rules of your game?

    b. How does someone win the game?

2. Test out your game at least 1 time.

3. Redesign your game to include at least 2 of the following:
    - length or distance measurement in inches
    - time that has passed
    - multiplication or division within 100
    - addition or subtraction within 1,000

If you have time, play the new and improved game.