



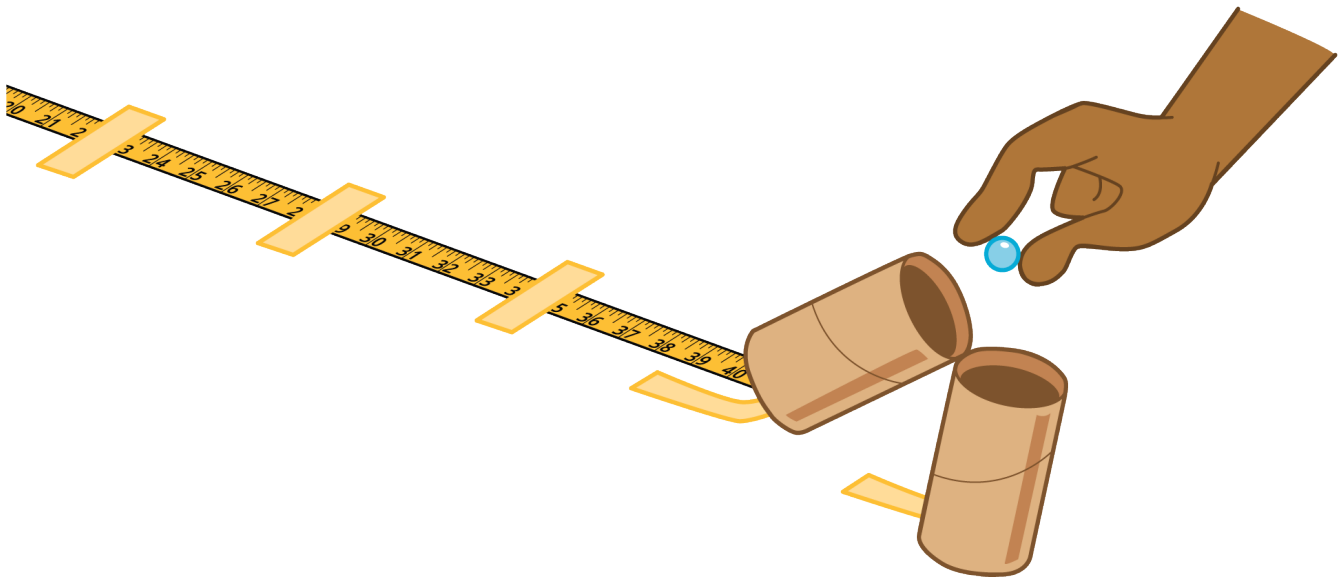
# Design a Game

Let's design a game.

## Warm-up

### Notice and Wonder: Games

What do you notice? What do you wonder?





## 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.

