

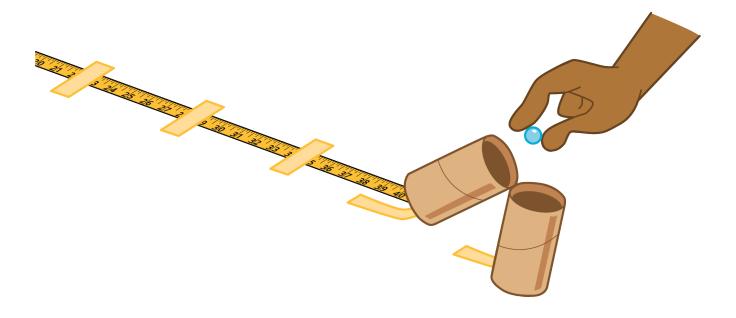
Design a Game

Let's design a game.



Notice and Wonder: Games

What do you notice? What do you wonder?













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.

