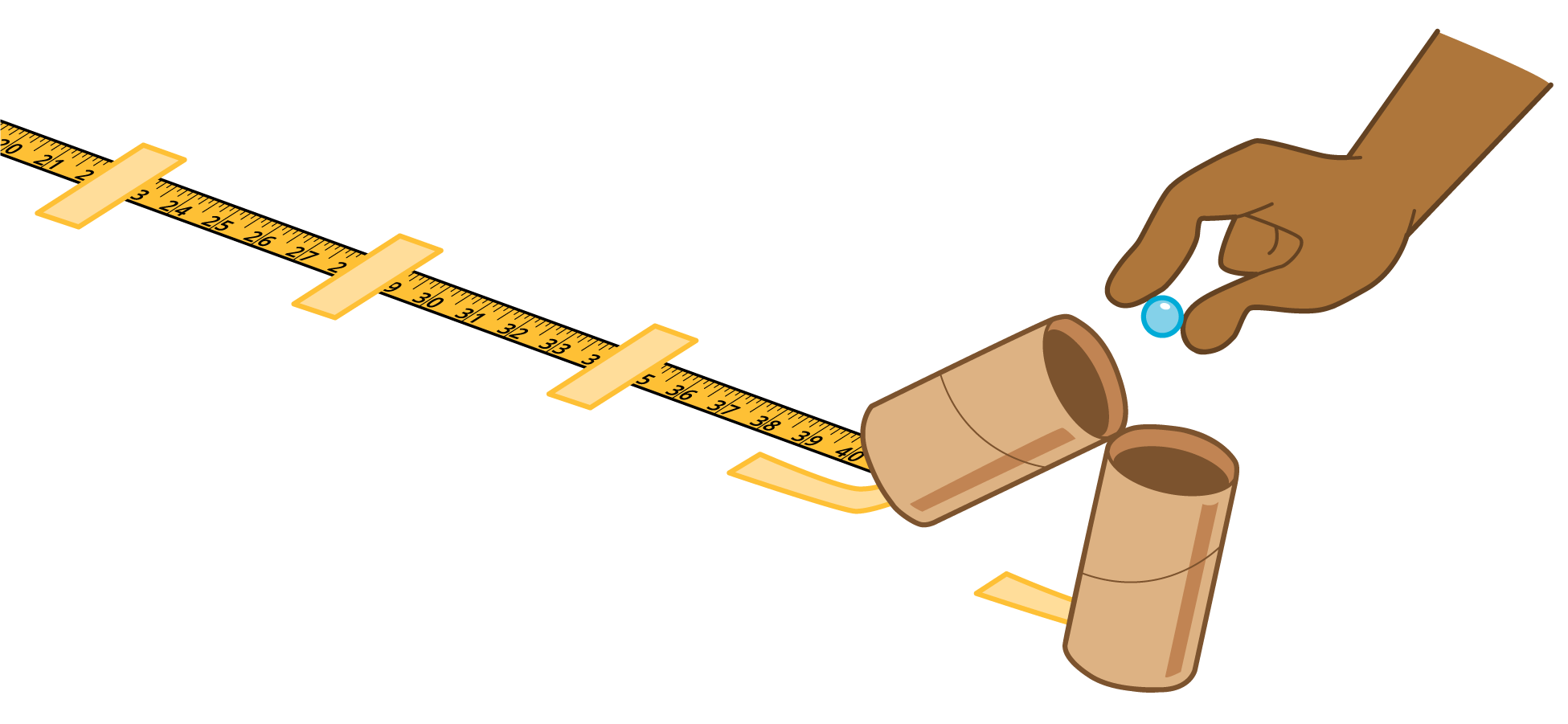
## Unit 6 Lesson 16: Design a Carnival Game

### WU Notice and Wonder: Carnival Games (Warm up)

#### Student Task Statement

What do you notice? What do you wonder?







### 1 Create Your Own Carnival Game

#### Student Task Statement

1. Use the materials to design your own carnival game.
   1. What are the rules of your game?
   2. How does someone win the game?
2. Test out your game at least one time.
3. Redesign your game to include at least 2 of the following:
   * length or distance measurement in inches
   * time that has passed
   * multiplication and division within 100
   * addition and subtraction within 1,000

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



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