

# Bam Bam Bam

Grade Three & Four

PLAY

The goal of Bam Bam Bam is to make predictions about the total number of fingers shown by the group, promoting teamwork, strategic thinking, and group communication.



## Learning Intentions

### Develop Prediction and Estimation Skills:

Students will practice making educated guesses based on the actions of their peers, helping to improve their prediction and estimation skills.

### Enhance Group Communication:

The game encourages collaboration and communication as players agree on the number of fingers to show and share their guesses.

### Promote Positive Competition and Sportsmanship:

Students will experience friendly competition, learning how to celebrate their achievements and accept outcomes respectfully.



## Success Criteria

### Accurate Guessing:

Students will demonstrate critical thinking by estimating the total number of fingers shown, aiming for the closest guess.

### Active Participation:

Each student will actively engage by making predictions and taking turns as the caller.

### Respectful Communication:

Students will interact respectfully by sharing their guesses and listening to others' reflections on the outcomes.



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## Objective:

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## Players:

- Best played with 5 players, but can work with more or fewer by adjusting the game slightly.

## Materials:

- No materials are required.

## Setup:

1. Form a circle with the players, ensuring there is space between each player.
2. Each player places their fists in the centre of the circle.
3. Agree beforehand on whether players will show one or two fingers (or a combination of both).
4. Decide who will be the first "caller" (this can be randomly chosen or volunteered).

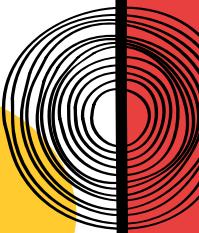
## Gameplay:

### 1. Making Predictions:

Each player must guess the total number of fingers that will be shown by all players in the group. They do this by pointing a number of fingers to the ground (e.g., if a player thinks the total will be 7, they point to the ground and show 7 fingers).

### 2. The Initial Round:

- On the count of three, the "caller" shouts "Bam Bam Bam!" and hits their fists on the ground three times to signal the start of the round.
- After the third hit, each player shows either one or two fingers (as agreed before the round starts).



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### 3. Revealing the Total:

- Once all players have revealed their fingers, the total number of fingers is calculated.
- The person whose guess is the closest to the actual total wins the round and becomes the next "caller." If there is a tie simply play one round of Rock, Paper, Scissors to see who wins.

### 4. Next Round:

- The game continues with everyone making a new guess for the round two by pointing their fingers to the ground with their guesses.
- The game continues with everyone putting their fists in the centre and waiting for the caller to signal the start of the round, players hit their fists on the ground three times before showing their fingers again. Determine the winner for that round and so on.
- The game continues until all players have had a chance to be the caller or for a set time limit has been reached.

### Winning the Game:

- The player who has been the "caller" the most by the end of the game wins.
- Alternatively, set a time limit (e.g., 10 minutes) and the player who has been the caller the most within that time wins.

### Variations for Different Settings:

- Family Edition:** You can increase the challenge by allowing players to show more than two fingers (e.g., three or four), making the guessing a bit trickier.
- Team Edition:** Divide players into teams. Each team will guess together, and the team with the closest total wins the round.
- Modified Edition:** For larger groups, split the class into smaller teams. Each team takes turns being the caller. This helps keep the game moving and encourages teamwork.

### Additional Notes:

Bam Bam Bam is a fun, fast-paced game that fosters teamwork, prediction skills, and friendly competition. It's ideal for classrooms, family gatherings, or any group setting, promoting positive communication and collaborative thinking. The game can be easily adapted for different group sizes and settings, making it a versatile choice for many occasions.