

# Numeracy Battle

Grade Three & Four

PLAY

Numeracy Battle is an interactive and dynamic game designed to combine numeracy skills with physical activity. It encourages students to think quickly, practice their math knowledge, and engage in movement, making learning fun and energising.



## Learning Intentions

**I can practice solving numeracy problems quickly and accurately:**

This game helps students improve their ability to solve math problems under time pressure.

**I can apply my numeracy skills in a fun, active setting:**

Students will practice their math skills while also being physically active.

**I can work as part of a team to solve problems and complete challenges:**

For team-based versions of the game, students will collaborate to solve problems together, improving teamwork and communication.



## Success Criteria

**I can solve numeracy questions quickly and correctly:**

Students should demonstrate quick thinking and accuracy when answering numeracy questions.

**I can follow instructions and move quickly between different areas of the room:**

The game requires fast movement based on problem-solving, so students should be able to move swiftly from one side of the room to another.

**I can participate actively and enthusiastically in the game:**

Students should engage with the game, focus on the numeracy questions, and enjoy the challenge.



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## Objective:

*Numeracy Battle* is an interactive and dynamic game designed to combine numeracy skills with physical activity. It encourages students to think quickly, practice their math knowledge, and engage in movement, making learning fun and energising.

## Materials Needed:

- No special equipment needed, but space is required for participants to move freely.
- A way to track time or questions (e.g., a whiteboard or paper with pre-prepared numeracy questions).

## Setup:

### 1. Create Two Sides of the Room:

Designate one side of the room as "EVENS" and the other as "ODDS." This can be marked with tape, cones, or simply by calling out the sides.

### 2. Organise Participants:

Have all participants start in the middle of the room or playing area. They should be prepared to move to either the "EVEN" or "ODD" side based on the answers to the numeracy questions.

### 3. Determine the Numeracy Questions:

Decide on a list of numeracy questions (e.g., addition, subtraction, multiplication, division). These questions should be appropriate for the students' age and skill level.

## Gameplay Instructions:

### 1. Start the Game:

As the instructor, you will call out a numeracy question. For example:

- "What is  $4 \times 7$ ?"
- "What is  $15 + 9$ ?"
- "What is  $36 \div 6$ ?"

### 2. Answer the Question:

Students must quickly solve the question in their heads. Once they have the answer, they must run to the correct side of the room:

- If the answer is **even**, they run to the "EVEN" side of the room.
- If the answer is **odd**, they run to the "ODD" side of the room.

### 3. Move Quickly:

Students should be encouraged to move as quickly as possible, using the exercise as a way to build agility and fitness while solving math problems. You can change the way the students move e.g., jumping, skipping, walking, crawling.

### 4. Repeat the Process:

The game continues with new numeracy questions being asked each time. Students should be ready to quickly solve the next problem and move to the correct side of the room again.



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## Winning the Game:

- **Individual Play:**

There is no winning or losing in this version of the game. The goal is for all students to participate, practice their math skills, and get some exercise.

- **Team Play Version (Optional):**

You can modify the game for teams. In this case, teams work together to solve each numeracy question and move as a team to the correct side. Points can be awarded to the fastest team to answer the question correctly and move.

## Variations for Different Settings:

1. **Timed Challenge:**

You can time how quickly students move from one side of the room to the other or how quickly they answer questions to create a fun competitive element.

2. **Advanced Math Version:**

For older students or those with more advanced numeracy skills, you can ask more complex questions involving fractions, percentages, or multi-step problems.

3. **Team-Based:**

Divide the students into small teams. They will discuss and decide on their answers together before moving. This encourages teamwork and communication skills.

4. **Physical Movement Element:**

Add a physical activity element before each move. For example, students must complete 5 star jumps or 5 squats before running to the correct side of the room. Or for those players who got the question wrong need to complete the exercise. This can increase the fitness aspect of the game.

## Reflection and Discussion:

- **How did you feel when you answered quickly?**

This encourages students to reflect on their speed and accuracy when solving math problems.

- **What strategies did you use to solve the problems?**

A chance for students to think about their problem-solving process and share tips with others.

- **How did it feel to move quickly after answering a question?**

This invites students to reflect on the combination of physical activity and mental effort.

## Conclusion:

*Numeracy Battle* is a highly engaging and interactive game that not only sharpens students' math skills but also encourages physical activity and teamwork. The game can be easily adapted for different levels and settings, making it a fun and versatile activity for various educational environments.

