

GETTING STARTED (PROCEDURES & MATERIALS)

No equipment is needed for this activity.

This activity is a modified version of the traditional children's classic game, "What Time Is It, Mr. Fox?" In this version, one student is selected to be "Mr. Math Man," and stands in the front of the classroom with his/her back to the rest of the students who are on the opposite end of the room. On the count of three (given by the teacher), the students ask together, "What's the magic number, Mr. Math Man?" The Math Man then states a mathematical problem, such as two plus two, and also states a specific type of movement. The other students must figure the problem out in their heads, then perform the given movement that same number of times (in this case, they might have to hop forward four times). The students must keep the number to themselves, unless the teacher asks to confirm that number. If students are not performing the correct number of movements, the teacher can modify the game by not allowing the students to move until Mr. Math Man (who still is facing away) calls out a student's name and the correct answer is given. Then, Mr. Math Man says, "Go" and the students perform the correct number and then stop. The first student to reach the Math Man then becomes the next Math Man.

WHAT IS IT? (RATIONALE)

This activity incorporates mathematical skills by reviewing simple math problems and equations. It forces the students to learn the problems in order to perform the activities, and the use of different activities can activate different parts of the brain to stimulate the child's learning abilities.

ADAPTATIONS

This activity can be used for grades 1-6 and can be modified to suit different grade levels by using different math problems (addition, subtraction, multiplication, division, percentages, fractions, etc.). Also, to keep students from running into each other, the teacher can put lines of tape on the floor and require that the students follow the lines to the Math Man. These lines can be straight, zigzagged, or in geometric shapes.

REFERENCES

Traditional children's game, "What Time Is It, Mr. Fox?"

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DOMAINS ADDRESSED



BODY IMAGE
LATERALITY
LANGUAGE



BALANCE
GENERAL COORDINATION



FLEXIBILITY



BEST EFFORT