

 **WHAT IS IT? (RATIONALE)**

This math team-building activity helps build cooperative skills while learning to solve math problems quickly.

 **GETTING STARTED (PROCEDURES & MATERIALS)**

You will need two orange cones for this activity. You will also need cards with math problems written on them. There should be no answers on the card. Two teams at a time will play this math game. The number of students playing at a time can be determined by the size of your class. Line the students up next to each other at a designated starting point. Place the two cones at a finish point. The teacher holds up the card indicating the two numbers in the math problem to be solved, but does not indicate the function to be used. Anyone who knows an answer should raise his/her hand. The first person to raise his/her hand and solve the problem will allow his/her entire team to move. If the solution is for either addition or subtraction, the entire team will be able to take one step forward towards the cone, but if the solution to the problem is for either multiplication or division, the entire team would take two steps forward towards the cone. If the answer given is incorrect, the entire team must take the number of steps backwards as they would have taken forward if the answer had been correct. After a person has answered a problem correctly, that person may not answer again until everyone else on the team has solved a problem correctly. The object of the game is making your team reach the cone first.

 **ADAPTATIONS**

- √ Simply make the problems more challenging for older or more proficient students.
- √ You may want to try having the students answer the question as a group rather than individually by writing the answer on a scrap piece of paper. This will allow weaker students to not feel ostracized if they answer incorrectly.
- √ A couple groups of 3-5 kids will work best for this exercise.

 **DEVELOPED BY:**

Marcus Gill, Albion College



**BODY IMAGE**  
**LATERALITY**  
**FOLLOWING DIRECTIONS**  
**LANGUAGE**



**GENERAL COORDINATION**  
**BALANCE**

**DOMAINS ADDRESSED**



**NONE**



**RESPECT FOR OTHERS**  
**SELF CONTROL**  
**BEST EFFORT**  
**COOPERATION**