In-Class Game

## *The Integer 500* (Lesson 8-5)

● Get Ready! _____

Separate the students into pairs.

- The Integer 500 master, p. 22

- The Integer 500 Spinner master, p. 23

- 2 counters for each team (two different colors)

- scissors

- 1 brass fastener per team

● Get Set! _____

Make a copy of The Integer 500 master on page 22 for each student. Copy the Integer 500 Spinner master on page 23 onto card stock for each team. Have students cut out and construct the spinners using the brass fasteners. Give each student 2 counters. Construct an Integer 500 Track for each team using a piece of paper or cardboard 4 inches wide by 28 inches long. A section of the game board is shown below, but the actual tracks should go from −32 to 32.
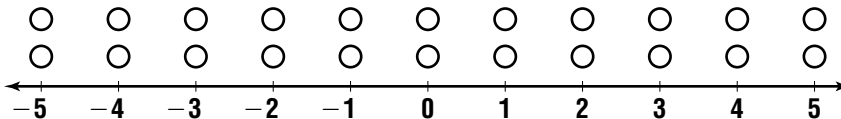
● Go! _____

- Have each student place a counter on a track above 0 (one row per student). Give each team a target number. For example, let's assume that our target number is 19. The goal of Player 1 is to reach +19; the goal of Player 2 is to reach −19.

- Player 1 spins the spinner and chooses the operation—addition, subtraction, multiplication, or division—that will give the best result when the number on the spinner is combined with the number below the player's counter. If the spinner lands in the shaded area or on the line separating the two integers, the player spins again. Then Player 1 moves the counter accordingly. Play continues with Player 2, and so on.

- The round is over when a player lands exactly on his or her target number.

Name_____ Date_____

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Work with a partner.

- Each student places a counter on a track above 0 (one row per student). Your teacher will give each team a target number. For example, let's assume that our target number is 19. The goal of Player 1 is to reach +19; the goal of Player 2 is to reach −19.

- Player 1 spins the spinner and chooses the operation—addition, subtraction, multiplication, or division—that will give the best result when the number on the spinner is combined with the number below the player's counter. If the spinner lands in the shaded area or on the line separating the two integers, the player spins again. Then Player 1 moves the counter accordingly. Play continues with Player 2, and so on.

- The round is over when a player lands exactly on his or her target number.

Variations:

- A player who spins a 0 can use it to return his or her opponent's counter to 0.

- A player who lands on a multiple of 5 must return to 0.

- The round is over when a player exceeds his or her target number.

CHAPTER 8
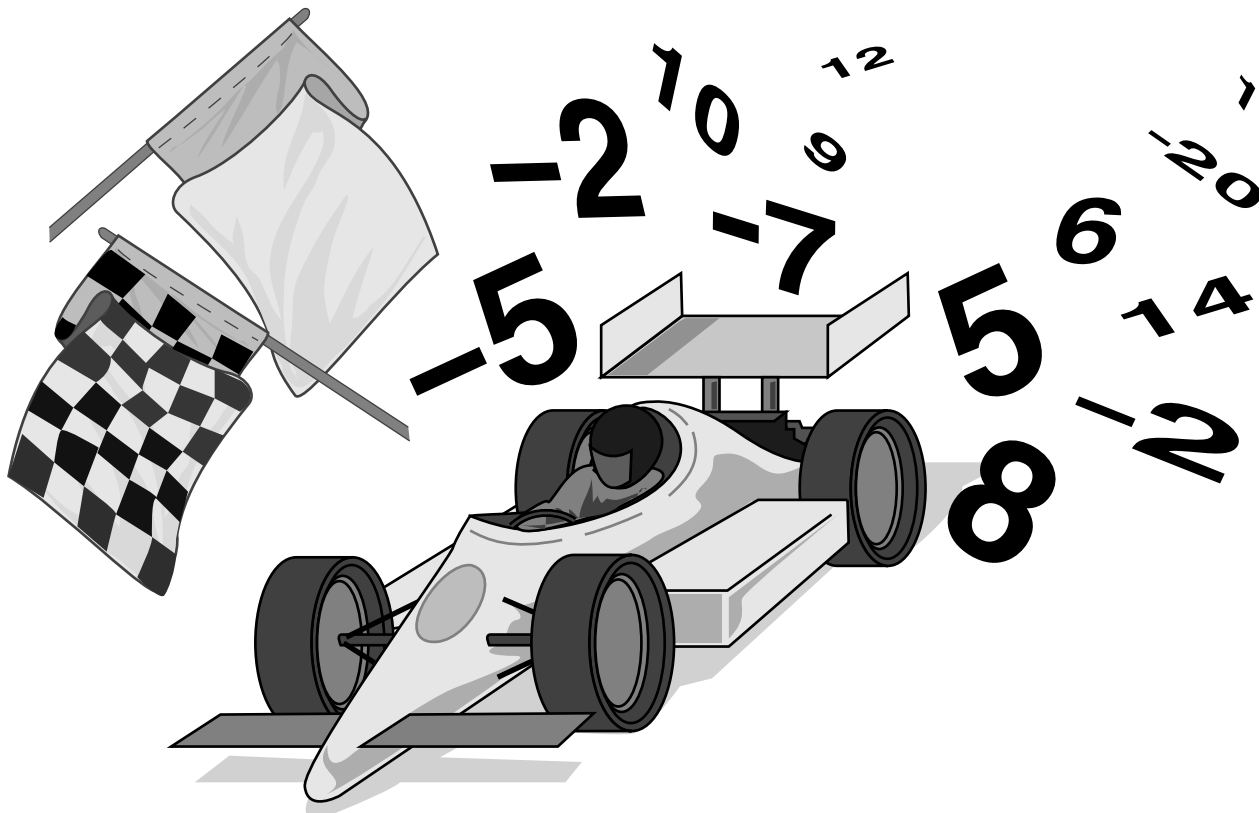
In-Class Game

The Integer 500 Spinner (Lesson 8-5)