

## In-Class Game

### *Integer Football* (Lesson 3-5)

#### ● Get Ready!

Separate the class into two teams.

- Integer Football master, p. 8
- Integer Football Field master, p. 9
- 22 index cards 
- scissors 
- 2 different colored counters 
- coin 

#### ● Get Set!

Make a copy of the Integer Football master on page 8 for each student in the class. Cut the index cards in half. Number one set of cards  $+1, +2, \dots, +20$ . Number the other set of cards  $-1, -2, \dots, -20$ . Make four penalty cards:  $+5, +15, -5, -15$ . Shuffle the deck of cards and place them facedown on the table. Photocopy the Integer Football Field master on page 9 onto a transparency. Have a scorekeeper use counters to keep track of each team's scoring position and the score.

#### ● Go!

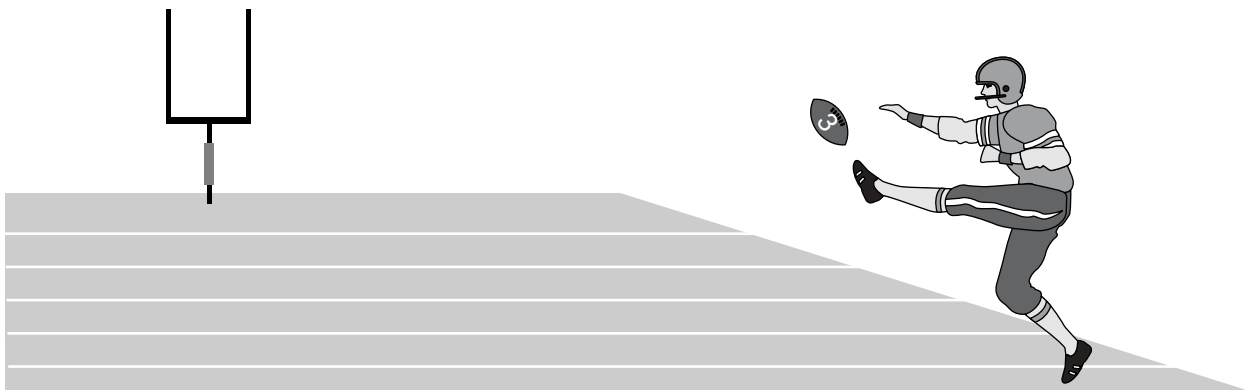
- Each team begins with their counter on the 50-yard line. A flip of a coin determines which team kicks off.
- A member of the team that won the toss turns over the top card. The team subtracts the integer on the card from the 50 yards on which the team began. For example, if the top card is  $-8$ , the play is  $50 - (-8) = 58$ . This means that the team now needs 58 yards to score. If the top card is  $+8$ , the team needs  $50 - (+8)$  or 42 yards to score. On each subsequent play, the integer on the card drawn is subtracted from the total from the previous play. A team makes a touchdown and scores six points whenever the team's running total is zero or less. If a team fails to subtract a total of  $+10$  or score in four plays, play is passed to the other team.
- A team plays for an extra point by drawing the next card. If the next card is positive, the team scores the extra point. If it is negative, they do not.
- After the play for each extra point, play resumes on the 50-yard line. The team that did not score begins the play.
- Play continues until time runs out. (Thirty minutes is suggested.) The team with the greatest score at the end of the playing time wins.

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#### Work with your team.

- Each team begins on the 50-yard line. Flip a coin to determine which team kicks off.
- A member of the team that won the toss turns over the top card. The team subtracts the integer on the card from the 50 yards on which the team began. For example, if the top card is  $-8$ , the play is  $50 - (-8) = 58$ . This means that the team now needs 58 yards to score. If the top card is  $+8$ , the team needs  $50 - (+8)$  or 42 yards to score.
- On each subsequent play, the integer on the card drawn is subtracted from the total from the previous play.
- If a team fails to subtract a total of  $+10$  or score in four plays, play is passed to the other team.
- A team makes a touchdown and scores six points whenever the team's running total is zero or less.
- When a team scores a touchdown, they play for the extra point by drawing the next card. If the next card is positive, the play is good, and the team scores the extra point. If it is negative, they do not score an extra point.
- After every touchdown and the play for the extra point, play resumes on the 50-yard line. The team that did not score begins the play.
- Play continues until the predetermined time runs out. The team with the greatest score at the end of the playing time wins the game.



## In-Class Game

### *Integer Football Field* (Lesson 3-5)

