

## In-Class Game

### *Prime Round* (Lesson 5-1)

#### ● Get Ready!

Separate the class into three teams of eight to ten students.

- Prime Round master, p. 16

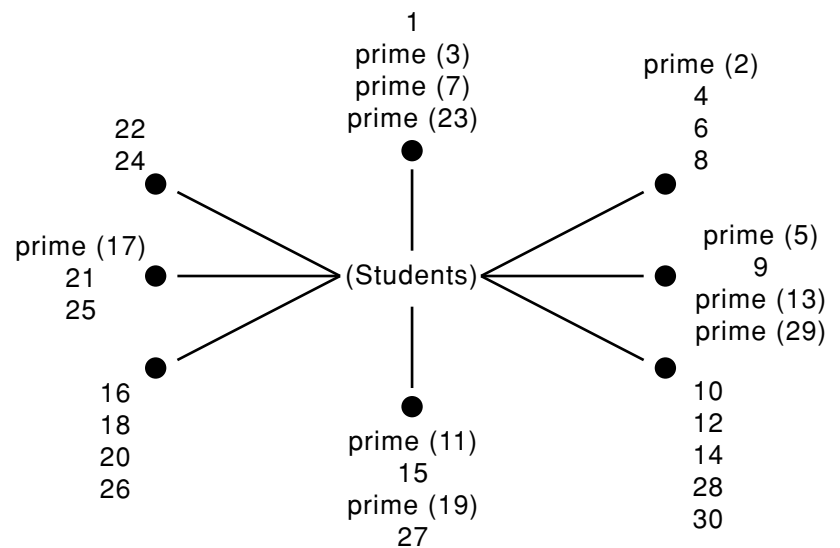
#### ● Get Set!

Make a copy of the Prime Round master on page 16 for each student in the class. Have students sit or stand in a circle. Because the teams will shout out their numbers, you may want to play this game outside or in a large room, like a gymnasium.

#### ● Go!

- Students begin counting in a clockwise direction.
- When it is a student's turn to say his or her number and it is a prime number, the student says "prime" instead.
- At this point, the counting direction reverses, going counterclockwise, so that the person who said "1" now says "prime" instead of "3," and so on.
- The game continues in this manner. When a student says the wrong number, forgets to say "prime," or doesn't say anything (especially when the counting reverses direction), the game starts over with this person saying "1." After a few practice rounds, you may want to eliminate players who make mistakes.

The diagram at the right indicates the correct moves up to 30 for an eight-person team.



Name \_\_\_\_\_ Date \_\_\_\_\_

## In-Class Game

### *Prime Round* (Lesson 5-1)

#### **Work with your team.**

- Begin counting in a clockwise direction.
- When it is your turn to say your number and it is a prime number, you say "prime" instead.
- At this point the counting direction reverses, going counterclockwise, so that the person who said "1" now says "prime" instead of "3," and so on.
- The game continues in this manner. When a person
  - says the wrong number,
  - forgets to say "prime," or
  - doesn't say anything (especially when the counting reverses direction),the game starts over with this person saying "1."