NUMBER RELATIONSHIPS AND DISTANCE FROM ZERO

Name: "The Stand"   **Type:** Routine

About the Routine: "The Stand" is a whole-class routine or game to practice factors or multiples. It plays out like the iconic TV show *Survivor*. Students who meet conditions "survive" the round. But those who don't may be better positioned to win in the long run.

Materials: One deck of digit cards (0–9) or playing cards (queens = 0, aces = 1; remove 10s, kings, and jacks) for each student

Directions:

1. Leader (teacher or a selected student) asks all students to stand and announces a factor (e.g., 4).

2. Each student deals themselves three digit cards and attempts to make a multiple of the called number (in this case, 4).

3. Using a random way to call on students, the leader calls on a student. Here are the stakes:

    a. If the student did not make a multiple of the factor (in this case, 4), they sit down (temporarily).

    b. If the student did form a multiple of the number (in this case, 4), they remain standing.

4. All students discard their three cards.

5. The leader again identifies a factor (e.g., 5) and students (both sitting and standing) draw three cards and try to form a multiple (of 5 in this case). The stakes above apply, and so does this "new rule."

6. If a sitting student is selected and they have a multiple of the new factor (in this case 5), they stand back up and pick three students (or randomly draw three names) to sit down.

7. Repeat with new factors and/or new cards until only one student is left standing—the survivor of "The Stand."