

# ACTIVITY 1.1

## GAME: JUST RIGHT

**Materials:** About 20 problems on cards; *Just Right* game board, one per pair

**Directions:** Players have a stack of about 20 cards that each have a problem on them. Players take turns flipping over a problem and deciding which strategy is most appropriate for solving it, putting their marker on that strategy of the *Just Right* game board. For example, if an appropriate strategy to solve the problem is Compensation, the student describes how to solve the problem using compensation. Having correctly talked through the strategy, the player gets to place a marker on one of the Compensation spaces. The first player to place four markers in a row on the game board wins.

*Note:* In this example, the game focuses on both addition and subtraction. Problems to feature might include  $302 - 297 = \underline{\quad}$ ,  $245 + 361 = \underline{\quad}$ ,  $500 + 97 = \underline{\quad}$ , and  $499 + 237 = \underline{\quad}$ , among many others. This game board would be used after the strategies on the board have been taught, but the board can be modified to show only two or three strategies, focusing on addition only, for example. Students may be tempted to use inefficient strategies in order to get four in a row. To counter this, students can be required to record the equations and the strategy they used. *Just Right* can be played with decimals, fractions, and integers.

# JUST RIGHT

**Directions:** Flip over an expression. Decide which strategy is “just right” for the expression. Place a marker on the strategy. Be the first to get four markers in a row (horizontally, vertically, or diagonally).

Compensation	Count On/ Count Back	Make Tens (or Hundreds)	Partial Sums or Differences	Make Tens (or Hundreds)
Partial Sums or Differences	Think Addition	Compensation	Count On/ Count Back	Compensation
Count On/ Count Back	Standard Algorithm	Make Tens (or Hundreds)	Think Addition	Partial Sums or Differences
Standard Algorithm	Make Tens (or Hundreds)	Count On/ Count Back	Compensation	Think Addition
Compensation	Count On/ Count Back	Make Tens (or Hundreds)	Standard Algorithm	Partial Sums or Differences