

In-Class Game

Mathematical Tennis

● **Get Ready!** _____

Separate the class into two teams.

- Mathematical Tennis master, p. 20

● **Get Set!** _____

Make a copy of the Mathematical Tennis master on page 20 for each student in the class.

● **Go!** _____

- The first player on Team A “serves” a “ball” that consists of an expression that involves addition, subtraction, multiplication, division, decimals, fractions, or any combination of them; for example, 6×3 .
- Within an agreed-upon time limit, the first player on Team B “returns” the ball by stating an expression that is equivalent to the first expression; for example, “half of 36.”
- This continues without any repetition of expressions. Each player should try to make his or her expression as complex as possible. An example is, “2 times open parenthesis, 5 squared minus 4 squared, close parenthesis” or “2 thirds times 3 fourths times 36.” The value is still 18.
- If a player cannot return the ball within the time limit, the opposing team scores 1 point. If a player repeats an expression or makes an error, the opposing team scores 2 points. The winning team is the first to score 10 points.

In-Class Game

Mathematical Tennis

Work in two teams.

- The first player on Team A “serves” a “ball” that consists of an expression that involves addition, subtraction, multiplication, division, decimals, fractions, or any combination of them; for example, 6×3 .
- Within an agreed-upon time limit, the first player on Team B “returns” the ball by stating an expression that is equivalent to the first expression; for example, “half of 36.”
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