

## **In-Class Game**

### ***Countdown***

#### ● **Get Ready!** \_\_\_\_\_

Separate the class into groups of four.

- Countdown master, p. 6

#### ● **Get Set!** \_\_\_\_\_

Make a copy of the Countdown master on page 6 for each student in the class.

#### ● **Go!** \_\_\_\_\_

- The first player begins with any number and counts down by subtracting the same number repeatedly. For example, the player may choose 67 and count 67, 64, 61. Each player stops after three numbers.
- The next player continues the countdown where the preceding player left off. In our example, that would be 58, 55, 52. Each player continues the countdown until one makes a mistake or until a team reaches 0.
- A player who makes a mistake is penalized 1 point. A player with 3 penalty points is eliminated from the round. The winner is the last survivor and gets to choose the next number.
- After playing a few rounds with whole numbers, count down by decimals. For example, a player may choose 42 and count 42, 40.5, 39.

# In-Class Game

## Countdown

### Work in groups of four.

- The first player begins with any number and counts down by subtracting the same number repeatedly. For example, the player may choose 67 and count 67, 64, 61. Each player stops after 3 numbers.
- The next player continues the countdown where the preceding player left off. In our example, that would be 58, 55, 52. Each player continues the countdown until one makes a mistake or until a team reaches 0.
- A player who makes a mistake is penalized 1 point. A player with 3 penalty points is eliminated from the round. The winner is the last survivor and gets to choose the next number.
- After playing a few rounds with whole numbers, count down by decimals. For example, a player may choose 42 and count 42, 40.5, 39.

