Based on Dan Meyer's game: http://blog.mrmeyer.com/?p=723

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FOR THE TEACHER:

- This game involves math and playing basketball. Set up a trashcan and freethrow line and give students crumpled paper or balls with which to take bonus shots.
- Students play in teams of two. A good pairing could be:
 - one student who works hard and is motivated to play a game for review
 - one student who is not motivated by the idea of review, but will get excited for sports
- Present a problem to the students.
- The first student to stand gives their answer:
 - If it's right, that team gets one point and then gets to take two shots in the trashcan to gain a bonus point (1 bonus max per turn).
 - If it's wrong, they sit and rework the problem. Wait for another student to stand with an answer.

FOR THE TEACHER:

- Option: Do not allow a team to answer twice in a row. Maybe let them take their shots while the rest of the class starts on the next problem.
- Option: Have all students work out every problem and turn in their solutions at the end. This does not need to be graded, but it keeps the students accountable.
- Option: set up multiple hoops so students do not have to move very far in the room.

FOR THE STUDENTS:

- You will be paired up with a classmate to be a team for this game.
- When the teacher presents a problem, work it out on paper.
- When you have an answer, stand up and give it when you are called on:
 - If you get it right, your team gets a point and then gets to take two shots into the trashcan hoop to try to gain a bonus point (1 bonus max per turn).
 - If you are wrong, sit back down and try again. You may have a chance to stand up and answer again.

MATH PROBLEMS:

- Use practice problems from a textbook or homework packet.
- Use problems from an old version of a test or quiz
- Find problems online, such as in Dan Meyer's Algebra curriculum on his blog (algebra.mrmeyer.com)

PROS AND CONS:

- Pros:
 - This game is exciting in that it involves physical activity
 - This game works well for lots of problems involving solving for *x*: the problems take a little bit of time, but have simple answers.
 - Encourages unmotivated students to pay attention because they may be paired with a teammate who *is* motivated, and they may get to take shots.
- Cons:
 - Without time limits and a clear understanding of the rules, the basketball part of this game can get out of hand.

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