Math Games Rubric

**The presentation days will function to “test” the games and student activity sheets before you submit the final written version (including the teacher lesson plan)**

Game

- Age/grade level appropriate
- Fun
- Equitable: designed so that students of different ability levels may participate and enjoy
- Involves both chance and skill
- Allows multiple strategies for problem-solving, competition and collaboration
- Complex enough to challenge more advanced students at this grade level

Student Activity Sheet

- Clear math focus
- Guides students' thinking and game analysis using questions or suggestions
- Appropriate scaffolding: from easy, lower level analysis to more challenging, higher level analysis
- Kid-friendly language for game play directions

Teacher Lesson Plan

- Includes game type, materials list, lesson objectives, and relevant NCTM standards*
- Analysis of the math game, if appropriate, background info for teacher, examples of winning strategies
- Solutions or possible answers to the student activity sheet, if appropriate
- Facilitation questions during game time encourage students to think deeper and develop new strategies
- Wrap up or debrief questions and summary connect to learning goals and math content
- Short, useful assessment - e.g., written or oral response to a question or problem that shows how well students met lesson objectives

*National Council of Teachers of Mathematics (NCTM) published a set of standards for K-12 education in 2000. Many state standards, including Massachusetts, are based on the NCTM standards. The organization recently published Focal Points, which identifies the most important math topics by grade, for K-8 math education. For more information, check out website [www.nctm.org](http://www.nctm.org).

There are basically five content standards, and five process standards: Content Standards: Number and Operations, Algebra, Geometry, Measurement, Data Analysis and Probability. Process Standards: Problem Solving, Reasoning and Proof, Communication, Connections, Representation