Based on Dan Meyer’s game:
http://blog.mrmeyer.com/?p=723
FOR THE TEACHER:

- This game involves math and playing basketball. Set up a trashcan and free-throw 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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