Beat the Calculator

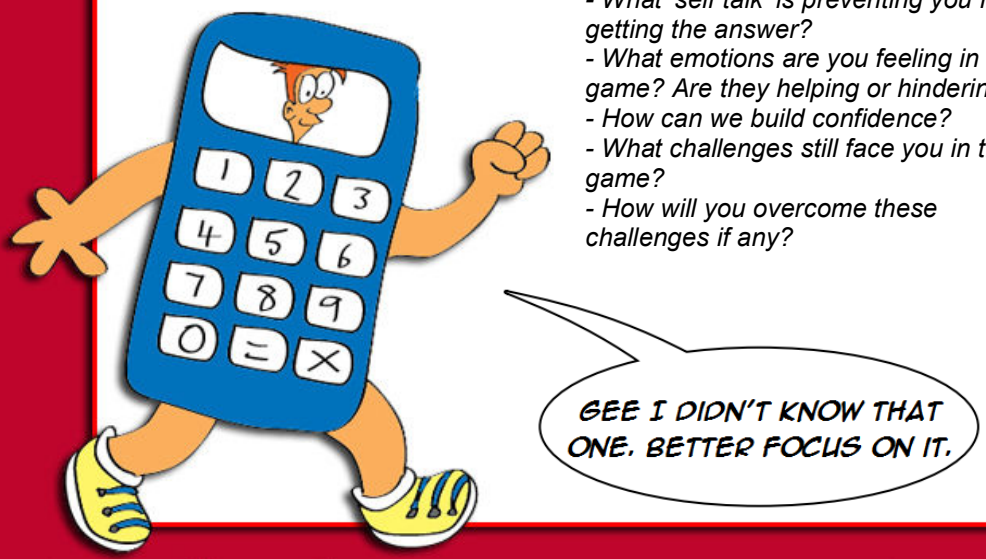
How to Play:

1. Three children sit in a group, one with a calculator, one with the multiplication cards & one scorer.
2. The child with the cards calls out an algorithm from the pack & the child with the calculator MUST input the full algorithm and CANNOT call out the answer until it appears on the calculator screen. The student without the calculator can call out the answer as soon as they have worked it out mentally.
3. The caller decides who was first to answer & a tally is kept.
4. The winner is the first to ten.
5. Swap roles.

Possible Variations: Whole class activity, math station activity, use the calculator's constant function (8 x x =), children write their own cards,

Reflections:

- Which is the most efficient strategy?
- What 'self talk' is preventing you from getting the answer?
- What emotions are you feeling in the game? Are they helping or hindering? -
- How can we build confidence?
- What challenges still face you in this game?
- How will you overcome these challenges if any?



Are You Faster Than the Machine?

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Beat the Calculator x8

8 x 0 =

Beat the Calculator x8

0 x 8 =

Beat the Calculator x8

8 x 1 =

Beat the Calculator x8

1 x 8 =

Beat the Calculator x8

8 x 2 =

Beat the Calculator x8

2 x 8 =

Beat the Calculator x8

8 x 3 =

Beat the Calculator x8

3 x 8 =

Beat the Calculator x8

8 x 4 =

Beat the Calculator x8

4 x 8 =

Beat the Calculator x8

8 x 5 =

Beat the Calculator x8

5 x 8 =

Beat the Calculator x8

8 x 6 =

Beat the Calculator x8

6 x 8 =

Beat the Calculator x8

8 x 7 =

Beat the Calculator x8

7 x 8 =

Beat the Calculator x8

8 x 8 =

Beat the Calculator x8

9 x 8 =

Beat the Calculator x8

8 x 9 =

Beat the Calculator x8

10 x 8 =

Beat the Calculator x8

8 x 10 =

Beat the Calculator x8

Beat the Calculator x8

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