

# “SNAKE”

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4<sup>th</sup> Grade Level  
Math

## **Competency:**

Standard 1: Patterns and Algebraic Reasoning

The student will use a variety of problem-solving approaches to analyze, extend, and create patterns.

## **Objective:**

Students will use mental math to compute the answers to multiplication problems. Students will add up the columns of numbers to reach the total score.

## **Materials:**

- Pair of 6-sided dice ( or for older students use 10, 12, or 20 sided dice)
- “SNAKE” Paper
- Pencil

## **Instruction:**

Have each student write the word “SNAKE” in large letters at the top of a piece of paper, making a column under each letter. All of the students will stand by their desks, and the teacher rolls the dice and calls out the two numbers. Depending on the grade level or the ability of the students, the teacher will have the students add, subtract, multiply, or divide the numbers. The students will solve the problem in their head and will enter the answer in the first column or column “S.” The teacher will also need to record the answers as the game progresses. The students will continue to record their answers in the “S” column until they choose to sit down and play it safe or until the round ends. When a student has chosen to sit down, he/she can no longer collect points and must wait until the next round to stand up and rejoin the game. A round ends when one of the following occurs.

1. All students have sat down.
2. The teacher has rolled a 1 on one of the dice. In this case, all the students who are still standing will lose all the points for that column only. The total points for that column will be 0 (Zero)
3. The teacher rolls “snake eyes.” If this occurs, all students who are standing will lose all their points in each column. The total points for these students will be 0 (Zero).

After a round ends, begin a new round with all students that may stand up. They will collect points for the new columns to determine their total score. The student with the highest overall score wins. The teacher answer sheet can also be used to verify the scores.

It would help in the learning atmosphere to have students remain quiet while working and remind them to not call out the answer.

### **Assessment:**

Observe the students’ participation throughout the game. Collect the student sheets and compare the answer with the teacher answer sheet.

### **Modifications/Accommodations:**

You will need to make sure that all students can work the type of problem you call out. (E.g. If your students are not able to divide do not use a problem requiring them to do so.)

Lower level students may use a multiplication chart to help with some problems.

### **Closure:**

Students will raise their hands when they have calculated their score. Write the top two or three scores on the board. You may give a prize of your choosing. Remind students to practice their basic skills in hopes of improving their score the next time you play “snake.”

### **Reflection:**

The students love playing this game. They do not realize it is Math!!! They ask to play this game all the time. I use it with multiplication right now, but plan on using it with division when we get to that point. I usually give the person that wins a piece of candy as a prize.



