

GUESS MY NUMBER

Materials:

Counting chart and marker

WALT: Use our knowledge of numbers to identify the unknown number.

WILF: Understanding of the number sequence and the relationship between numbers.

Game Objective: To ask questions to identify the unknown number.

Summary:

- Teacher (or leader) chooses a number within a given range
- Students ask questions to try and narrow down then guess the number, e.g. Is the number even?
- To help keep track of the questions the leader crosses off numbers that do not apply
- For example, if the unknown number was not an even number, the leader would cross off all the even numbers on the counting chart
- Over time students will be able to guess the unknown number by looking at the remaining numbers on the chart

General Advice:

Initially, it is a good idea to play this game as a whole class, where the teacher (or leader) keeps track of the questions being asked on a larger counting chart the whole class can see. This process helps students to identify which questions are effective, for example, for a counting chart from 1 to 100 asking if the number is even will eliminate half the numbers, whereas asking if the number is a multiple of 10 will only eliminate 10 numbers. As students become more practised in the guessing process, students can have their own counting charts.

Variation:

For more of a challenge, change the numbers on the counting chart. For example, instead of a traditional counting chart that goes from 1 to 100 have a chart that is larger than 100 or starts at a different value, shows skip counting patterns, uses fractions, etc. Alternatively, rather than having students ask the questions to guess the number the teacher (or leader) provides a series of facts about the number and students need to refine their guess, for example, the number is less than 100, it is even, it is a multiple of 10, etc.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50