

KABOOM

Materials: Pop sticks/ craft sticks (large preferred)

WALT: Identify the number from the clue on the stick.

WILF: Understanding that numbers can be represented in different ways.

Game Objective: To collect the most sticks without getting a Kaboom!

Players: 2 – 6

Summary:

- Teacher creates a set of Kaboom sticks
- Some sticks have clues (related to the topic) and some sticks simply have the word 'Kaboom'
- Place sticks in a jar so what is written on each stick is hidden
- Students sit in a circle with the jar of sticks in the middle
- Student takes turns to choose a stick
- After choosing a stick the student must identify the number from the clue
- If the student is correct, they keep the stick, if not the stick is returned to the jar
- If a student chooses a Kaboom stick they must return all their sticks to the jar
- Play continues around the circle.

Variation:

One of the benefits of this game is that the clues on the sticks can vary depending on the topic or ability level of the students. Some ideas could include:

- Numbers or number names
- Dot images (subitising)
- Number facts (addition, subtraction, multiplication or division)
- Expanded notation (student must read the number)
- Fractions (fraction shown – student must convert to decimal)
- Improper fractions (student must convert to a mixed number)
- Times (digital time – student must respond with analogue time)
- Measurements (measurement shown must be converted e.g. mm to cm)
- Mixed pack (to help students revise content)

General Advice:

It is best that pop sticks of only one colour are used. This will help to keep the selection process random. Once students are introduced to this game, different groups of students could be playing with different sets of sticks. This will allow for greater differentiation. A solution sheet could be provided to students to check any responses.

Further Information:

This teaching blog by Jillian Starr has background information and instructions for this game:

<https://jillianstarrteaching.com/kaboom-possibly-best-center-game-ever/>

