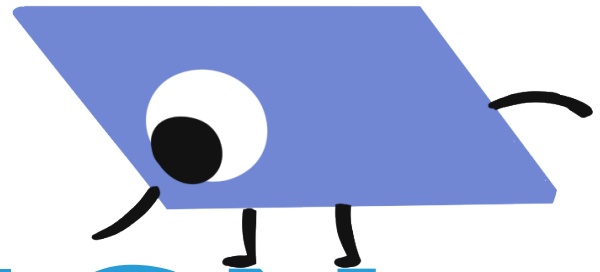




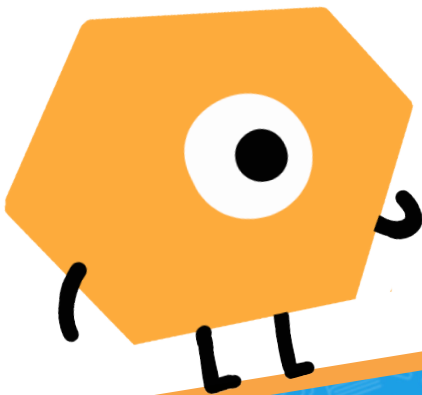
ST Math®



# DESIGN CHALLENGE STUDENT BOOKLET

*This booklet belongs to:*

---



Grades K-2



# STEP 1: ASK

## PLAY GAMES



### Number Kicker

I like this game because

Write or draw the math you learned in this game

# STEP 1: ASK



## PLAY GAMES

### Make Ten Concentration



I like this game because

Write or draw the math you learned in this game



## STEP 2: INVESTIGATE

### GAMES

#### My Favorite Game

- My favorite game (Put an X next to your favorite game)

\_\_\_ Number Kicker

\_\_\_ Make Ten Concentration

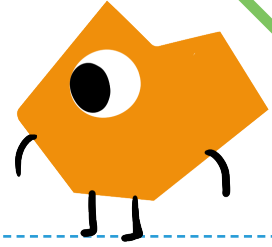
- This game is my favorite because

# STEP 2: INVESTIGATE

## GAMES



### A Game Should Have



1

2

3



# STEP 3: IMAGINE

## MATH CONCEPT

### Math Idea

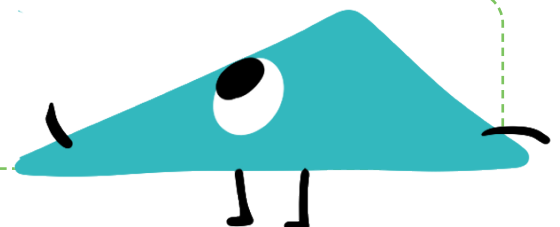
1 Our concept is

2 Write or draw to tell about it

3 I think the math concept is

\_\_\_ easy

\_\_\_ hard



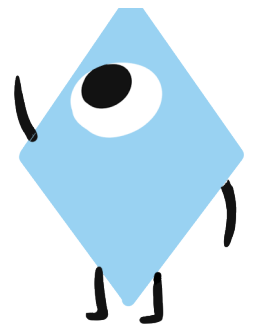
# STEP 3: IMAGINE

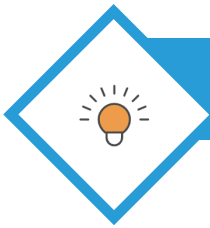


SHARE

## My Ideas

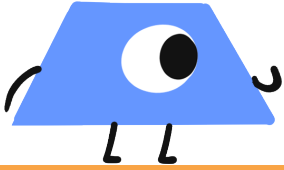
What ideas do you have for your game? Write or draw them below.





## STEP 3: IMAGINE

### GAME PLAN



#### Our Game

The name of the game we are making is

We chose this game because



# STEP 3: IMAGINE



## GAME RULES

### Rules

Tell how you play Tic Tac Toe

My new rule is

My new rule made the game (circle one)





# STEP 4: PLAN

## MAKING A DESIGN

### Blueprint

1

Game name

2

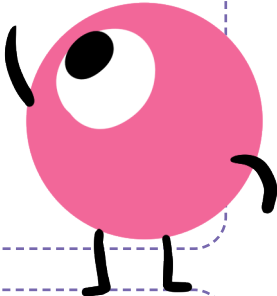
Number of players

3

Things we need to build our game

4

People in my group



# STEP 4: PLAN



## MAKING A DESIGN

### Game Rules

1 Tell how you play this game

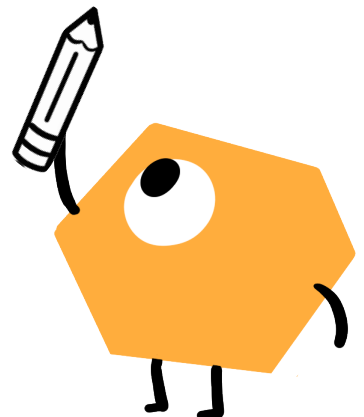
2 You win our game by

3 Give an example of the math in your game



## STEP 4: PLAN

**DRAW A PICTURE OF YOUR GAME BOARD**



# STEP 5: CREATE

## WORKING TOGETHER



### My Job

I will help build the game by

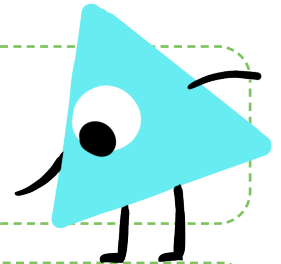
Things I need to do my job



# STEP 6: TEST

## CHECKING THE GAME

### WHAT DO OTHERS THINK



1 Were your game rules easy to understand?

\_\_\_\_ yes

\_\_\_\_ no

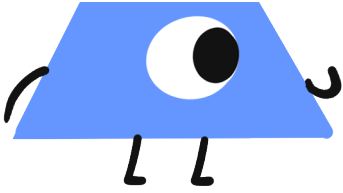
2 Explain why

3 One thing I want to change is

# STEP 7: IMPROVE



## REFLECTING ON THE GAME



### REVIEW GAME

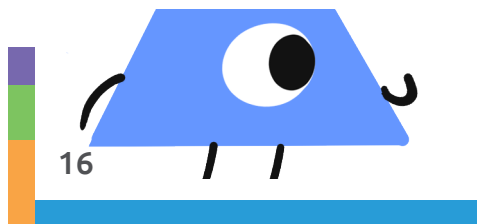
*For Game Designers*

- 1 I will improve my game by
- 2 This makes my game better because
- 3 Something I learned testing my game is



# PRESENTING YOUR GAME

**DRAW A POSTER ABOUT YOUR GAME.**





# DESIGN PROCESS

