



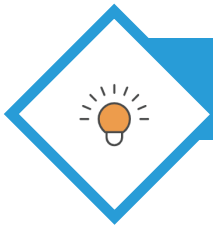
ST Math.  
Summer Immersion



MINI  
MATH GAME  
DESIGN

The title 'MINI MATH GAME DESIGN' is centered on the page. 'MINI' is in blue, 'MATH GAME' is in orange, and 'DESIGN' is in green. Two cartoon characters, one pink and one green, are positioned above the text, appearing to stand on the letters 'I' and 'E' respectively.

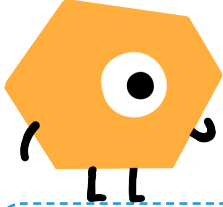
Grades K-1



# BRAINSTORMING & PLANNING

## DESIGNING A CREATIVE AND FUN MATH GAME

You will be creating a new game. Begin brainstorming by discussing some of your favorite games you have played. Then think about how you can incorporate math to recreate it.



### Brainstorming Ideas

- 1** What are some games you know?  
Make a list or draw a picture.

- 2** What math can you put in your game?

- counting
- adding
- subtracting
- shapes
- time
- measuring
- estimating

- 3** Write three things a game should have.

- 4** What ideas do you have for your game? Make a list or draw a picture.

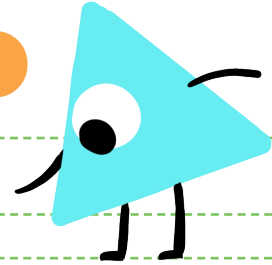
# EVALUATION AND IMPROVEMENT



## CHECKING THE MATH GAME

After you have designed your math game, invite a small group to test out your game. Watch them play and learn where you can make some changes to improve the game.

### WHAT DO OTHERS THINK



1 Were your game rules easy to understand?  yes  no

2 What did they like?

3 One thing I want to change is: