

# Math

# Adventures in Team Building

## Building Community in the Classroom

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# MATH "BINGO"

**Materials Needed:** "Bingo" board and markers (paperclips or pennies) for each team  
Math problems on note cards

Divide the students into five teams. Make a "Bingo" board for each team by drawing a five-square by five-square grid and numbering the squares from 1–25. Each board should have its numbers in a different order. On separate cards, write math problems in which the solutions equal the numbers 1–25. Give each team several markers, such as paperclips and pennies, to cover their boards.

Read the math problems aloud. The teams should work together to figure out the answer to each problem. Once team members reach a solution, they should use a marker to cover that number on their board. The first team to cover five squares in a row—across, diagonally, up, or down—and call out "bingo," wins.



# LUCKY NUMBER 13

**Materials Needed:** Paper and pencils for each team

Divide the students into teams of three or four. Have each team generate as many math problems with solutions that equal 13 as they can. These problems can be as simple or complicated as the students want, for example,  $6 + 7 = 13$  or  $10 + 10 - 8 + 1 = 13$ .

After the students have had 10 minutes to generate and write down these math problems, have them compare their problems with those of the other teams. Give the teams a chance to check the math of their opponents. Once all the problems have been sorted through, the team with the most problems wins.

$$6 \times 2 + 1 = 13$$

$$2 + 11 = 13$$

$$20 - 7 = 13$$

$$5 \times 2 + 3 = 13$$

$$5 \times 3 - 2 = 13$$

$$12 + 1 = 13$$

## MATH RELAY

**Materials Needed:** Two copies of a list of math problems.  
Clock or stopwatch for timing the activity

Make two copies of a list of 30 math problems. (These should be single operation problems.) Divide the students into two teams. Using a clock or stopwatch to keep time for five minutes, say “go” to begin the activity.

Hand the 30 math problems to the first person on each team. Once he or she completes the first problem (without any teammate’s help), the student hands it to the next person who then completes the second problem. Once everyone on the team has completed one problem, have each team begin again with the first person on the team until all the problems are answered or until time runs out.

After five minutes, collect the answers. The team with the most correct answers wins. If a team finishes all 30 problems before the time runs out, team members may check their answers and discuss them together. If a team hands in its math problems before time is over, the team may not get them back to change the answers.



## TRANSPARENCY TEAMWORK

**Materials Needed:** Five transparencies  
Overhead projector  
Dry erase marker for each team

Write five math problems on five different transparencies. Make sure these problems are challenging but ones students can solve. Divide the students into five teams, and give each team a transparency with a problem on it.

Have each team work together to solve its math problem, using a marker to show the team’s work on the transparency. When every team is finished, have each team take turns using the overhead to show the whole class the steps taken to solve the problems.