24® game

Teacher's Tools | Classroom Activities

Activity—Correct the non-working wheel

Editions used: Add/Subtract; Multiply/Divide; Fractions Primer

This activity can be done individually, in pairs or in groups. Students choose a card and solve it. Looking at the wheel that does not work, students change one number on that wheel to create a wheel that will work.

Example: Add/Subtract 2 Dot card The wheel on the left does not work.
Target number is 4.

Change the 8 to a 3.
$6 - 5 = 1$
$1 + 3 = 4$

Change the 8 to a 7
$6 + 5 = 11$
$11 - 7 = 4$

Change the 8 to a 5.
$6 - 5 = 1$
$5 - 1 = 4$

Change the 8 to a 15.
$6 + 5 = 11$
$15 - 11 = 4$

In this example, the 5 and 6 can also be changed four different ways to create a wheel that works. Try this activity the first time as a whole class. Then, split the class into groups of four. Draw a card on the board and have the students work in their groups to find as many "changes" as possible. After students have had an opportunity to list their answers, have each group suggest a change, writing all of the changes on the board..