

INTEGER HOPSCOTCH

OVERVIEW

Integer Hopscotch is a movement-based game designed for students to practice working with positive and negative integers. A number line with integers is laid out on the floor for a team of students to use. Student in a team work together to solve word problems as they move along the number line work together to solve word problems as they move along the number line.

MATERIALS

- 1 printed number line per student team
- 1 cellphone per team

SETUP

Lay out a number line from -10 to 10 with color coded integers on the floor or taped to a wall at eye-level for each team of students to use. Multiple number lines can be laid out on the floor or desks for teams to compete against each other. For example, if two teams of students will be playing the game, two number lines should be set up in the playing space.

Estimated setup time: 10 minutes

RULES

1. The game starts with each player standing by the zero on the number line.
2. When a team solves a problem, the players of the team walks to the integer they think is the correct answer and input the integer's color code into the cellphone.
3. If the team's answer is correct, they move onto the next problem, starting at the solution of the previous problem. If the answer is incorrect, a hint is given and the team should try solving the problem again.
4. Players can take turns using the cellphone.
5. Repeat steps 2 to 4 until all the problems are solved. The first team to solve all the problems wins the game.

LAUNCHING THE GAME

For Players:

1. Create an account on wearablelearning.org if you haven't already.
2. Log into wearablelearning.org on your cell phone as a player.
3. Enter the game pin provided by your instructor.
4. Choose your assigned team and player number as you log in.
5. The game will launch once you have selected your team and player number.

For Instructors:

1. Identify the total number of students and student teams that will be playing to determine the number of game instances to start: start 1 game instance if the number of teams is 1 to 9, and 2 game instances if the number of teams is 10 to 18.
2. For this game, each student team will be assigned one cellphone. Each team logs into the WLCP as one player.
3. Assign each player a team and player number before they log in.
 - Game instance 1 (teams 1-9).
 - Team 1 (players 1-3) \approx teams 1-3
 - Team 2 (players 1-3) \approx teams 4-6
 - Team 3 (players 1-3) \approx teams 7-9
 - Game instance 2 (teams 10-18).
 - Team 1 (players 1-3) \approx teams 10-12
 - Team 2 (players 1-3) \approx teams 13-15
 - Team 3 (players 1-3) \approx teams 16-18
4. Log into wearablelearning.org as a game manager.
5. Start as many game instances as you need for the game named "**IntegerHopscotch**". Refer to step 1 for the number of game instances to start.
6. Once the game instance is started, give your players the game pin.
 - For teams 1-9 give them the game pin from the first instance.
 - For teams 10-18 give them the game pin from the second instance.
7. Have the teams log in, enter the game pin, and join the game with the team and player numbers assigned to them.