LET'S SHOP!

OVERVIEW

Let's Shop is a scavenger hunt game which challenges teams of students to solve real-world percent problems given to them on their cell phones. After solving the problem, students must search the classroom to find the card with the correct answer. The first team to finish the game is the winner!

MATERIALS

- 1 cell phone per team
- Calculators (if desired)
- 1 set of 27 printed Answer Cards per team

SETUP

Print and cut out one set of answer cards for each team.
Up to 18 teams can play this game at one time. Teams can have any number of players, but groups of 2-3 are recommended.

Give each team a "home base" where they will work on problems and meet as a team. Each team should have their own area of cards to look through. Scatter all cards across each team's playing area face up.

Estimated setup time: 5 minutes

RULES

To start, one player holds the cell phone and reads the first problem. As a team, the players come to a consensus on the answer and then one player leaves the group to find that answer on one of the answer cards around the room. The player enters the answer on their phone, which will give feedback on whether their answer is correct or incorrect. If the group has come up with the correct answer then the player with the phone passes it to the next player and the cycle starts again. If the answer is incorrect, the player with the phone returns to the team and they work together to solve the problem again. If the players are struggling with the problems, players can request hints through the game interface on their phone. The players continue until all 9 problems have been solved.

LAUNCHING THE GAME

For Players:

1. Create an account on wearablelearning.org if you haven't already.
2. Log into wearableleaning.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.

For Instructors:

1. Identify the total number of student teams that will be playing to determine the number of game instances to start. If you have 1-9 teams start 1 game instance, if you have 10-18 teams start two game instances.
2. Assign each team a team and player number in the WLCP before they log in. In this game, each team has one cell phone and logs on to the WLCP as one player.

    <u>Game instance 1 (teams 1-9)</u>
    Team 1 (players 1-3) ≈ teams 1-3
    Team 2 (players 1-3) ≈ teams 4-6
    Team 3 (players 1-3) ≈ teams 7-9
    <u>Game instance 2 (teams 10-18)</u>
    Team 1 (players 1-3) ≈ teams 10-12
    Team 2 (players 1-3) ≈ teams 13-15
    Team 3 (players 1-3) ≈ teams 16-18

3. Log into wearablelearning.org as a <u>game manager</u>.
4. Start as many game instances as you need for the game named "letusshop". Refer to step one for the number of game instances to start.
5. 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.
6. Have teams log in, enter the game pin and join the game with the team and player numbers assigned to them.