

Equal Shmequal

Begin by reading Equal Shmequal. Talk about the different kinds of equal that the book illustrates. Make a connection from the teeter-totter to the balance scale. Concept: Missing numbers and balanced equations

Tug of War Game

This game can be played in pairs or small groups split into two teams

- Give each player 10 beads
- Give each player 1 pipe cleaner (with the middle marked) and a Tug of War Number Line
- Tell students that when the middle of the pipe cleaner is at zero, both sides are equal. If both sides are not equal the rope has to be slid to the number that shows how many more beads are on that side. The goal is to get both sides equal.
- Player 1 rolls a die and puts that many beads on their side of the pipe cleaner. Then they slide the pipe cleaner that many spaces on the number line towards them.
- Player 2 is trying to get an equal amount so they want to roll the same number
- Player 2 rolls the die and puts that number of beads on their side
- Player 2 slides the pipe cleaner that many spaces towards them
- Before Player 1 rolls again, ask them what number they need to roll to make the teams equal
- Player 1 rolls again and the game continues
- If a player runs out of beads and they never make both sides equal, then the teacher wins. If the players make the teams equal which puts the pipe cleaner at zero, the students win

Example: Player 1 rolls a 3 and places 3 beads on their side of the pipe cleaner. They also slide the pipe cleaner 3 spaces on the number line, so the middle marking is now on the number 3. Player 2 rolls a 4. They put 4 beads on their side of the pipe cleaner and pull the pipe cleaner 4 spaces back towards them, which puts the middle mark on the number 1 on Player 2's side of the number line. They are not equal so Player 1 rolls again. Before Player 1 rolls, ask what number they need to roll to make the teams equal. The game continues until the players run out of beads or the pipe cleaner is on zero.

Tug of War Number Line



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