

Robot Race

Australian Curriculum Links

Yr 2: (ACMNAO3O) Solve simple addition problems using a range of efficient mental strategies.

- Yr 3: (ACMNAO55). Recall addition facts for single-digit numbers.
- Yr 3: (ACMNAO51) ... identify odd and even numbers ...
- Yr 4: (ACMNA071) Investigate and use the properties of odd and even numbers ...

Teachers Notes

Robot Race is really three games in one.

- Students would play the even + even game by spinning the even spinner twice and adding the two
 numbers. They should eventually notice that the answers are always even.
 Even + Even = Even.
- When playing the Odd + Odd game the odd spinner is flicked twice and the two numbers added. They should eventually notice that adding two odd numbers produces an even number. Odd + Odd = Even.
- Students can play Odd plus Even, by flicking the odd numbered spinner first and the even numbered spinner second. Later they should play Even + Odd.
 In both cases the students should notice that the results are odd numbers.

Monitoring Game Play (Recommended)

One player may be allocated the role of 'remote controller', much in the same way that a player may take on the role of banker in other games. The remote controller is given the appropriate 'remote control panel' – grids showing all of the addition facts used when playing the game. The 'Remote Control Panels' may be copied and given to the remote controller at the start of the game. The remote controller's role is to monitor all calculations made during the game.

As players become more fluent at recalling basic addition facts, parts of the remote controller's check sheet (remote control panel) can be blotted out.

The remaining addition facts may be targeted for extra support.

Students may create their own remote control answer grid.

REM	OTE	CONT	ROL	EVEN -	+ EVEN	REM	OTE	CON	TROL	ODD -	- ODD
+	0	2	4	6	8	+	1	3	5	7	9
0	0	2	4	6	8	1	2	4	6	8	10
2	2	4	6	8	10	3	4	6	8	10	12
4	4	6	8	10	12	5	6	8	10	12	14
6	6	8	10	12	14	7	8	10	12	14	16
8	8	10	12	14	16	9	10	12	14	16	18
REMOTE CONTROL ODD + EVEN					REMOTE CONTROL						
REM	OTE	CONT	TROL	0DD +	EVEN		REM	OTE	CONT	rol	
REM +	OTE 1	CONT 3	TROL 5	0DD + 7	EVEN 9		REM	OTE	CONT	ROL	
REM + 0	OTE 1 1	CON 3 3	TROL 5 5	0DD + 7 7	even 9 9		REM	OTE	CONT	ROL	
REM + 0 2	0 TE 1 1 3	CON1 3 3 5	TROL 5 5 7	0000 + 7 7 9	even 9 9 11		REM	OTE	CONT	ROL	
REM + 0 2 4	0TE 1 1 3 5	CON1 3 3 5 7	TROL 5 5 7 9	0000 + 77 7 9 111	even 9 9 11 13		REM	OTE	CONT		
REM + 0 2 4 6	0TE 1 3 5 7	CON1 3 3 5 7 9	TROL 5 7 9 11	0000 + 7 7 9 11 13	EVEN 9 11 13 15		REM				

Recommended: Printing these before play and allocating one student as a "Controller" (checker).