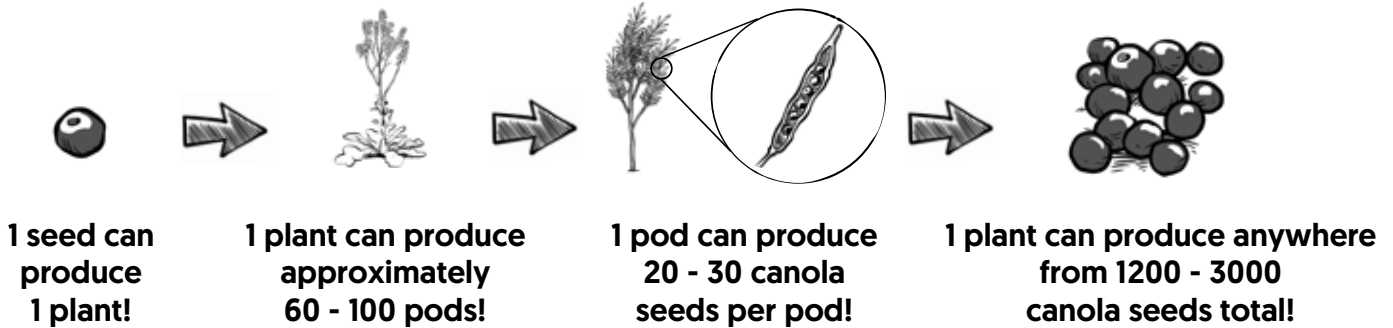


Let's Play! - Back-To-Back ¹³

***Note to teachers or parents:** This game can be competitive. Be sure to group students who are at a similar skill level.*

One canola seed can produce the following:



As you can imagine, during seeding, a farmer has to know how to add and multiply so they get the best yield possible.

Are you as sharp as a canola farmer?

In this game, you will determine how well you know your facts and figures!

Materials:

- Sheets of paper
- Markers

Objective of the game:

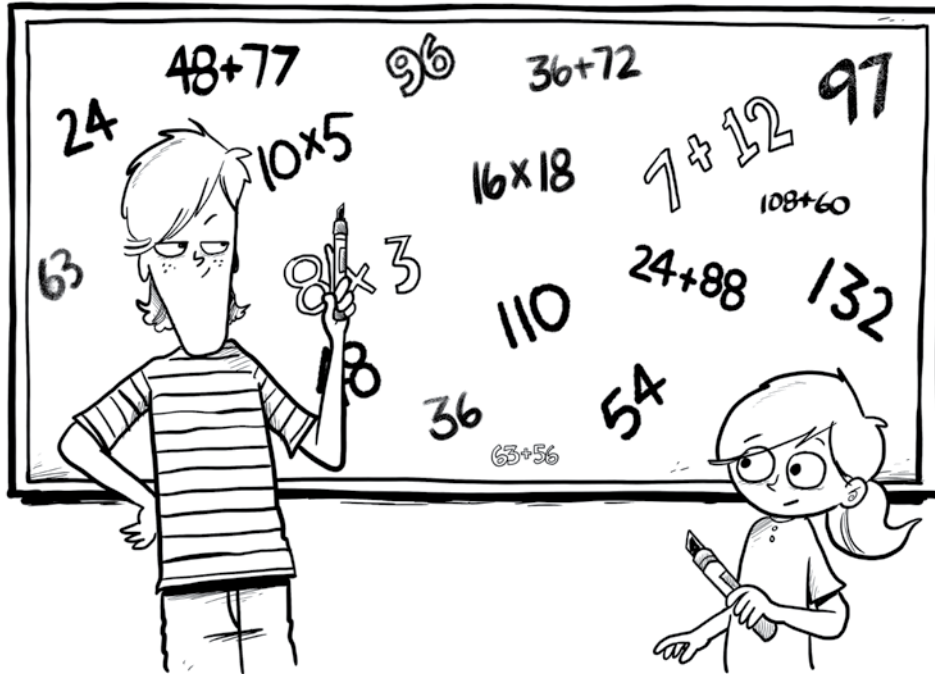
To display how well you know your addition and multiplication facts to help Grandpa Duffy determine the best canola yield possible!

Numbers of players: smaller groups to whole class

Getting ready to play:

1. Classmate 1 and 2 both stand at a whiteboard facing away from each other with a whiteboard marker.
2. A third classmate [classmate 3] stands off to the side to see what both classmate 1 and 2 are writing on the board at the same time and can be holding a calculator. Classmate 3 also wants to be positioned so that they can have the whole class in their peripheral vision.
3. Audience members will want access to their Chase Duffy's MULTIPLICATION FACTS chart on page 66.
4. Remember, a teacher or guardian can overrule any play at any given time if needed.

Let's Play! - Back-To-Back



How to play:

1. To begin game play, classmate 3 will say "numbers up." Both classmate 1 and 2 will write a number on the whiteboard at the same time and step away from their numbers, uncovering their numbers at the same time so the class can see the numbers clearly on the board.
2. The third classmate is the only person who can hold a calculator to check the answer for speed if needed and then listens to classmates in the audience to see who gives the first correct answer.
3. The audience members multiply or add the two numbers on the board together (based on teacher's direction). Audience members can access their Chase Duffy's Multiplication Facts chart on page 66 if needed, or use other teacher approved accommodations.
4. A competitor from the audience wins by saying the correct answer first. If an incorrect answer is given that audience member's turn is finished for that round. The rest of the audience keeps guessing until a correct answer is provided. The round is complete and a new round starts.
5. If a tie is determined, only those people involved in the tie will play off in a second round in the same way.
6. Once a correct answer is given, the winning competitor from the audience and classmate 3 switches.
7. After 3-5 rounds, 2 new audience members are selected who have not already had a turn and switch roles with the two students writing down the numbers. These individuals are selected by the teacher.