

# 24<sup>®</sup> game

## Teacher's Tools | Classroom Activities



### Activity—Basic

Editions used: No Cards needed.

Have students choose two numbers and write them on the board. Ask the class to give the sum, difference, product and/or quotient depending on which operations the class is practicing.

Example: Students choose the numbers 2 and 8.

Sum:  $2 + 8 = 10$

Difference:  $8 - 2 = 6$

Product:  $2 \times 8 = 16$

Quotient:  $8 \div 2 = 4$

Try other examples, so students are comfortable looking at two numbers and computing the possibilities. Not all combinations will have a whole-number quotient. After the class has worked on a few examples, have each student write two numbers on a piece of paper. The range of numbers students can choose will vary according to their ability level. Students then trade papers with a neighbor, calculate the possible combinations and share answers with their partner.

### Activity—Intermediate

Editions used: No Cards needed.

Write a number on the board (or display a card from the First In Math website) and choose a target number.

Example: Write the number 4 on the board and choose 7 as the target number. Ask students, What can we do to this 4 to make it a 7? Students will answer, Add 3. Write the number sentence.

$4 + 3 = 7$

Encourage students to think of other combinations using different operations to create a 7 using a 4. For example,  $11 - 4 = 7$  or  $28 \div 4 = 7$

### Activity—Advanced

Editions used: No Cards needed.

Have students choose three numbers, 1 through 10, and write the numbers on the board. Work as a class, in groups or in pairs. Have students combine the numbers in as many different ways as they can, using the operations they have learned. (This activity is a good precursor to editions that require students to combine three numbers.)