

DAY 1

Opener

Main Activity

Closer

Choice Time

Guess My Number

Write the numbers from 1 to 10 on the board. Tell your students that you are going to think of a number from 1 to 10, and they will try to guess it in the fewest number of guesses possible. After every guess, you will tell them whether your number is greater or less than their guess.

1 2 3 4 5 6 7 8 9 10

Little do the students know that you haven't actually chosen a number. Instead, always make their guess turn out as poorly for them as possible. If they guess 8, your number is less than 8. If they guess 2, your number is greater than 2.

Plan to play 2 - 3 games. You can increase the range of numbers after each game, playing to 12, 15, or 20 instead of 10.

You can help them think about the power of their guess by crossing out numbers that guess has disqualified. For example, if they guess "2" and you tell them that your number is greater than 2, you can cross out the 1 and 2 (or lead them to tell you to do it). This encourages them toward guesses that will cross out as many numbers as possible.

Tips for the Classroom

1. If kids make a bad guess, don't try to steer them toward a good guess right away. But you can ask the students after you write the guesses down which guesses were most helpful, or whether they would make a different guess if they could take it back.
2. Don't play for too long at one time. Two to three games is usually enough to get the kids mentally alert and ready for whatever is coming next.

Prompts and Questions

- Talk to a neighbor about what you think the next guess should be, and why.
- How many numbers do you think that guess will cross out?