

Squeeze



I am learning to order numbers to 20

Equipment

0 - 20 number strip and two pegs.

Aim of game is to find the 'mystery number' by using questioning to eliminate other numbers.

Activity

A peg/counter/button is put at each end of a number line, for example on 0 and 20.

A student chooses a number between the pegs and writes it on a piece of paper. The other person asks questions to find the mystery number.

Questions may include...less than - greater than

Is it greater than 5? If answered "yes" then the zero e.g. is shifted up to 5 to eliminate all the numbers 5 and under.

If it is less than 7, then the top peg is shifted down to 7 to eliminate all the numbers 7 and over.

This continues until the mystery number is finally found by squeezing in from above and below.

Alternatively, use the hundreds flip board, showing all the black and flipping the numbers over to red to be eliminated.