First to 100! - brief lesson plan for this activity.

***Lesson Planner***

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| Topic: Number (mental skills) Date: 12/11/99 *Lesson: First to 100* (Warm up exercise)  |
| Curriculum area: Number Year Group: All years  |
| Learning Objective: Practices basic addition but involves a quite complex game strategy . |
| Resources: A prize to serve as an incentive |

This is a 5 minute exercise and works best at the start and/or end of a lesson. It is a 2 player game and can involve either the whole class or you and a volunteer. We think that it works best with just the teacher and a challenger - the aim being to beat the teacher (and win a prize!); with even the brightest class, this will still take a while.

**The basics**

The aim is to be the first player to get to 100. Players take it in turn to choose a whole number between 1 and 10. A cumulative score total is recorded on the white board/screen etc. The first player to score 100 wins.

*Example*

Player 1 chooses 10 making the cumulative score 10.

Player 2 chooses 10 making the cumulative score 20.

Player 1 then chooses 9 making a cumulative score of 29......and so on.

**Optimum Strategy.**

The first player to score 89 is effectively the winner because whatever happens that player will win (if I choose 1, you choose 10 etc) For the same reason the first player to score 78 will be the first player to score 89 …….and 67 scored guarantees 78 etc. Keep backtracking and you can guarantee a win if you go first. Since most players will take a while to cotton on to this strategy, it need only be applied later on in the game, thus extending the suspense!

The "web-master", and author, also invites you to contribute ideas and resources to the site. Why don't you visit the site and take up the challenge? Responses to:

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