

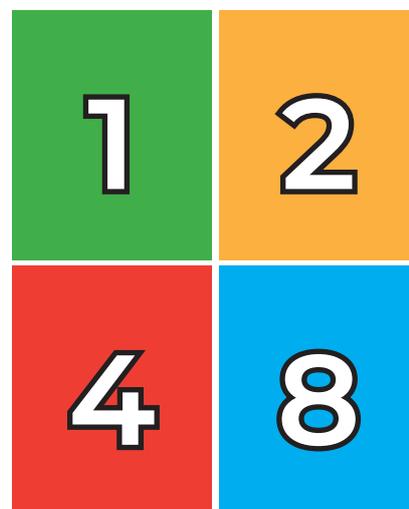
Number Hokey Pokey

Whole Class - Groups of Five.

Number Hokey Pokey Setup

Place the Number mats on the ground in a place with enough area around to easily move.

We recommend starting with just the 1, 2, 4 and 8 mats until students are familiar with the mats and making calculations using them.



How to Play

Four students stomping (easiest), one child monitoring:

Stompers:

A target number, (e.g. 7) is selected. One student is stationed at each number. Students will need to figure out if the number is required to complete the total.

For example, if 7 is the target number, the students standing at the 1, 2 and 4 mats will need to stomp on their number, because 1, 2 and 4 are all used in making 7 ($1 + 2 + 4 = 7$). The student at number 8 will not stomp.

There is only ever one way to make any particular number.

Monitors:

When played in groups, a fifth student acts as a monitor to check the calculations that the stompers are making, or as a recorder of calculations for later checking. Students should take turns to be the monitor.

Playing for Fluency

Once students are familiar with the Number Stomp mats the teacher can focus on fluency by simply calling out totals like nine and observing as the students within their groups step on the numbers one and eight. Fluent students rapidly respond with the correct calculations. Number Hokey Pokey Games

Watch One

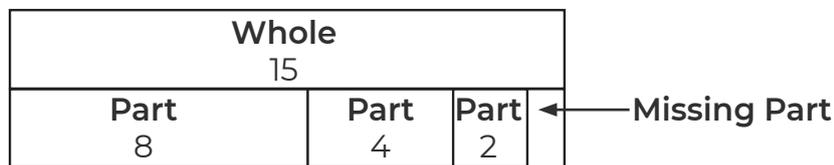
Focus on the player standing next to one. The teacher counts from one to fifteen and the players make the number while watching the player standing next to the one.

Players should notice that the player next to one has to stomp on 1, 3, 5, 7, 9, 11, 13 and 15 – all of the odd numbers.

Part Part Whole

Before playing this game players should be aware that if everyone has a foot on a number that if everyone has a foot on a number the total is fifteen.

Ask the players to stomp on 14. Some groups who realise that 14 is one less than 15 will complete the task efficiently.



Similar thinking may be applied to 13 (two less than 15, eleven, four less than 15).

Doubling

Change the rules so that players are allowed to put two feet onto a number. Call out numbers like 30. All players will need to put two feet on every number, that is double 15.

Variations

Allow players to use one foot but stomp on any number. For example, three players might stomp on 4 (3×4) and one player may stomp on 2 to create a total of 14.

Allow players to use two feet but only stomp on their number.

Note when writing the number sentence players will need to follow the rule of order.

Restrict the game to one player using two feet and one hand (twister!)

Counter Hokey Pokey

Repeat all of the above using a single A4 piece of paper, folded into fourths and four counters (later 8 counters).

Extensions

Include a number card for 16. All the totals to 31 can be created. Include 16 and 32 and you can create all of the totals to 63. The totals will be one less than double the largest number a little algebra explains why.

If you call the smallest number n , you have $n, 2n, 4n, 8n$ when added together gives $15n$

$2 \times 8n = 16n$, so the total is twice the largest number ($8n$) minus the smallest number (n), which is 1.

The numbers may be renamed as $2^0, 2^1, 2^2, 2^3$.

The numbers may be changed to 10, 20, 40 and 80.