

ODD ONE OUT

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| Level | 1 (Age group 6 – 7) |
| Resources Required | 50 counters (for example, stones, sticks, leaves) |
| Alternate Options for the Resources | None |
| Strand Covered | Number and Operations |
| Targeted Skills | Odd and even numbers |
| Inspired by | Third Space Learning |
| Time Required | 10 minutes to prepare 10 minutes to play |
| Previous Learning Required | Numbers from 1-50 Odd and even numbers |
| Support Required | Medium support |

Rules of the Game:

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| Goal | The group with the most points at the end of the game wins |
| Rules | Once a hand goes up, the player must answer. For every round, the team with the first correct answer gets 2 points. For every incorrect answer, no points should be given. Once the counters are set in groups, teams are not allowed to change the grouping of the counters. |
| Steps | Step 1: Arrange the players (2-4 players) into groups of 2 or they can play individually. Step 2: Give each group or individual a set of 20 counters and group the counters into 2,3,4,5, and 6. Step 2: Now begin the race and each team who completes each task first or answers the question correctly first, gets points according to the rules above. <ul style="list-style-type: none"> ● Arrange the counters in pairs ● Which counter groups are not able to form pairs? ● Which counter groups have perfect pairs? ● What is the name of the number set that can't form perfect pairs? Step 3: The team with the most points at the end of the 4 questions wins |
| Variations of the Game | This game can be played to illustrate the concept of multiples and remainder. For example, instead of pairs, the players are asked to group the counters into groups of 3. The point system will apply. |
| Enrichment | None |
| Simplification | Instead of 20 counters, the players are given 9 counters each |

