



FAIR AND UNFAIR

Level	1 (Age group 6 – 7)
Resources Required	Beads of different colors
Alternate Options for the Resources	Instead of beads, the teacher can use different types of beans, different types of cereal, counters, stones, twigs, or other small objects that the teacher can collect a lot of.
Strand Covered	Numbers and Operations
Targeted Skills	Understanding odd and even numbers
Inspired by	Bright concepts for teachers
Time Required	Set up time 10 minutes Game time 20 minutes
Previous Learning Required	Knowledge of numbers 1-30
Support Required	Low supervision

Rules of the Game:

Goal	The first pair of students to correctly sort the fair and unfair numbers wins.





Steps	Step 1: The teacher creates groups of beads of different colors in 2 sets for each group. For example, the teacher could create groups of 5 red beads, 7 blue beads, and 10 green beads. The teacher will need one group of each color for each pair.
	Step 2: Split all students into pairs. It is important for this game that you have no groups of 3.
	Step 3: Provide each pair with one group of beads of each color.
	Step 4: When the teacher says "start", the pairs of students race to determine which colors are "fair" colors and which are "unfair" colors. "Fair" colors are those that can be split evenly among the two students i.e. even. "Unfair" colors cannot be split evenly among two students i.e. odd.
	Step 5: When a pair finishes sorting each of the colors, the students in that pair raises their hands.
	Step 6: If the teacher determines that the pair successfully sorted their colors into fair and unfair colors, then that pair wins.
Enrichment	 As a follow-up game, the teacher can write numbers on a central board. The pair that decides which numbers on the board are fair and which are unfair using the beads at their station first wins. Have students practice this game until they can play it without needing the beads. Use groups of 3 students to help students practice their multiples of 3.
Simplification	 Use small numbers (under 10). Start by doing some rounds as a class before starting the game.