

## GROUPING GAME

<b>Level</b>	1 (Age group 6 – 7)
<b>Resources Required</b>	Number cards
<b>Alternate Options for the Resources</b>	Make number cards with numbers from 1 - 5 by cutting out a piece of paper (the size of your palm) and writing the number on it.
<b>Strand Covered</b>	Numbers and Operations
<b>Targeted Skills</b>	Odd and Even Numbers
<b>Time Required</b>	20 minutes to play 5 minutes to prepare
<b>Previous Learning Required</b>	Knowledge of numbers from 1-20 Knowledge of odd and even numbers (1-10)
<b>Support Required</b>	Medium supervision

### Rules of the Game:

<b>Goal</b>	Be the last pair in the game
<b>Rules</b>	The game needs minimum of 10 players for number cards from 1 - 5
<b>Steps</b>	<p>Step 1: The adult will play music or sing a song in the background - all the players will run or jump while the music plays.</p> <p>Step 2: The adult will pick a number card to determine the number of groups to be made (for example, 4)</p> <p>Step 3: When the music/song stops, players will quickly form groups of the number card picked out (for example, the players will make groups of 4)</p> <p>Step 4: Any player not in a group will be out of the game. Players will count the total number of remaining players in the game and shout out whether the number is even or odd.</p> <p>They can check if a number is even or odd by forming pairs - if everyone has a partner, then the total number of people in the group is even. If one person does not have a partner, the number is odd.</p>

	<p>Step 5: Write down the odd and even numbers in 2 columns on a chart.</p> <table border="1" data-bbox="451 302 967 436"> <thead> <tr> <th data-bbox="451 302 678 369">Odd</th> <th data-bbox="678 302 967 369">Even</th> </tr> </thead> <tbody> <tr> <td data-bbox="451 369 678 436"></td> <td data-bbox="678 369 967 436"></td> </tr> </tbody> </table> <p>Step 6: That specific number card will be disregarded and another round will be played.</p> <p>The last 2 players in the game are the winners.</p>	Odd	Even		
Odd	Even				
<p><b>Variations of the Game</b></p>	<p>If there are not enough children, use any small object for example balls, pencils spoons etc. to create groups</p>				
<p><b>Enrichment</b></p>	<p>Get the players to add any 2 numbers in the 'Odd' column. Is the result even or odd? Similarly, get the learners to add any 2 numbers in the 'Even' column. Is the result even or odd? Players will observe that adding any 2 odd numbers or any 2 even numbers will result in an even number. Players can also check what happens when we add an odd number to an even number. (The result will always be an odd number.)</p>				