

JUMP FOR PRIME

Level	2 (Age group 9-10)
Resources Required	Notecards with numbers on it Paper for scoresheets
Alternate Options for the Resources	Students can make 30 notecards the size of their palm with the following numbers listed: <ol style="list-style-type: none"> 15 Prime numbers (pick from 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47) 15 composite numbers (any number from 2-50 excluding the numbers listed above)
Strand Covered	Numbers & Operations
Targeted Skills	Recognize Prime Numbers
Inspired by	Study.com
Time Required	15 minutes for the game 10 minutes to make the cards
Previous Learning Required	Recall prime numbers up to 100
Support Required	Medium support

Rules of the Game:

Goal	The team that has the most points at the end of the game, wins
Rules	<p>Jump up then sit down if the number called is a prime number</p> <p>Keep standing if the number called is composite (not prime). Of the students standing, one person is called out to list the prime factorization</p> <p>Once a player chooses to sit down, they cannot change their mind</p> <p>Players in a team cannot discuss if they should be sitting or standing</p> <p>Once a player is chosen to call out the prime factorization, if they do not know the answer, no more points are given to the team. A student can call out the factorization after this, but no points are given.</p> <p>Points: 1 point for every correct action in the team. For example, if the number is prime and 2/3 students are seated, the team gets 2 points. If the correct factorization is called out, 1 extra point</p>
Steps	<p>Step 1: Students divide themselves into two or more groups</p> <p>Step 2: The notecards are placed in the middle of the groups</p>

	<p>Step 3: Player 1 from group A picks one card from the pile and reads it out to group B. For example, “27”</p> <p>Step 4: Those in group B either they individually think is correct. The correct response here would be to keep standing (because 27 is composite). For every standing student in group B, 1 point is given to group B which they track on their scoresheet.</p> <p>Step 5: Player 1 from group A picks one standing player from group B to list the prime factorization of 27 (3x3x3). One point is given if the correct factorization is said</p> <p>Step 6: Player 1 from group B then picks a card to read out to group A and the steps repeat</p> <p>Step 7: The game ends when all the students playing have read a card at least once. The team with the most points at the end, wins.</p>
Variations of the Game	<ol style="list-style-type: none"> 1. Students in each group face away from each other whilst standing in a semi-circle. This allows a more independent decision to be made by each player 2. The number range could be increased to 1-100 instead of 1-50 3. Points are lost for every incorrect action in the team and for every incorrect factorization called out
Enrichment	<p>Students could also count how many prime numbers are there in a range and then reach some conclusions and try to predict where the next prime would be.</p>
Simplification	<ol style="list-style-type: none"> 1. The group makes a collective decision as to the action they should perform 2. Numbers used are from 1-20 instead of 1-50