Number Swiper

North Coast Region
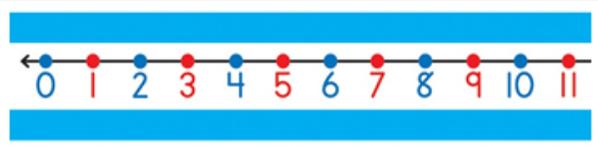*Mathematics*

Big Idea: Number/Place Value

Suits: Years P-7

Materials

Number line (drawn on whiteboard)
mitt for each student.

Instructions:

Teacher draws a complete number line (or number line segment) on the whiteboard, with all numbers shown, eg.

Two students are chosen as 'Swipers'.
One student is chosen to be the 'Master'.
The 'Master':

- selects a number from the number line
- writes the selected number on a card to show the teacher (not the class) eg. 7
- tells the class that they have selected a number between a given range e.g. I have chosen a number between 0 and 11.

Students in the main audience, ask questions to help identify the 'mystery number', eg. *Is your number bigger than 5?*
The 'Master' replies, *"Yes."*
The 'Swipers' wipe away the numbers that are eliminated as possibilities.
In this case, the Swipers will wipe away all the numbers 5 and less.

Play continues until the mystery number is identified.
Play again by assigning new Swipers and a new Master.

Teacher Notes

North Coast Region
Mathematics

Number Swiper provides an opportunity to develop fluency with the concepts of ordering, number lines and the related language structures.
The task requires students to reason with numbers, using verbal clues to identify a 'mystery number'.

Be aware that:

- Students may not have developed fluent use of terms including, "more than", "less than", "bigger", "smaller"

Differentiate the task by:

- Changing the number range and the number line
- Use number lines with a non-zero starting point
- Include a wider range of mathematical language – odd, even, multiple of 5, factor of 7, etc.
- Use decimal numbers

Guiding Questions:

- *Can this be the mystery number? How do you know?*
- *Which numbers are going to be swiped now?*