**C:\Users\Taru\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\7T8QAXBF\MC900130271[1].wmf“Race for the Numbers”**

**By Sue Hubbert**

**Instructions for the Game:**

**The object of the game is to see who can identify the selected number on the board the fastest.**

1. **Arabic numerals 1-100 are written randomly on the white-board with a black marker.**
2. **The class is divided into two teams. Each team is assigned a “color” by the teacher depending on the color availability of the marker selection. ☺**
3. **Choose one person to be the “fixer.” This person’s job is to erase any incorrectly circled number and re-write the number in its original form. Reminder: use a black marker!**
4. **The teacher calls out a number in the target language.**
5. **One person from each team races to the board to find the number. When they find it, they must circle it with a marker. (Each team *must* use their assigned colored marker to circle the numbers!)**
6. **If the wrong number is circled, continue play until the correct number is circled.**
7. **However, if neither player circles the *correct* number within a teacher determined time limit, the number is discarded.**
8. **The winning team is the one that has identified the most numbers *correctly*.**

**Timesaving Teacher Tips:**

* **Teacher selects team captains who then select their teams. Each captain assigns playing order for team members (first, second, third, etc.)**
* **Make (or have students make) a set of cards with numbers 1-100. Use those numbers to select from --this also ensures that each number is only called once. You can also use the cards to keep track of scoring in the following way:**

1. **Assign colors for the teams based on your marker color selection as mentioned above. ☺**
2. **Lay corresponding pieces of colored construction paper on either side of you.**
3. **When a team get a point, lay the number on its corresponding colored paper.**

* **Instead of having to write the numbers on the board each time you play the game, write the numbers on index cards, laminate them, and then affix a short strip of magnetic tape on the back. Students can then identify the numbers by drawing an X or / on the card with their marker.**