

Teacher Directions

You should already have an individual *Race for the Stars* Game, consisting of two game boards (A–K and L–Z) and the assorted problem pieces that are color coded to go with their board. Make sure you have a baggie for each set of pieces. This kit, along with your game, will enable you to set up a classroom center at which students will use the *Race for the Stars* Game to practice the facts, and race themselves to better their best times.

Setting up the center. You have a sheet of Avery #8195 labels (2/3" x 1-3/4") for names. You can find a blank template in Word or Avery and then you can type student names onto the template and then print onto the sheet of labels for nice name tags. Note: You'll need to do the names twice—that's OK (there are 60 labels)—so you can have the name for both the A–K board and the L–Z board. Put the labels onto the poster. Pin the poster up at the back of the center, either on a wall, or on a tri-fold display board. The games, the stickers, the pen and the stopwatch sit on the table.

Students should work as pairs. The best way is to have students work in pairs at this center—one as timer/checker and the other as the player. They will find this more enjoyable and the times posted on the poster will be accurate.

Model how to use the center. Have the class watch you as you partner with a student to use the center. Do this with two or three students for two or three days to model the correct way to do the center.

- 1) Checker mixes up the pieces for the game board going to be played. One way is to put the problem pieces into the large baggie and shake them up.
- 2) Checker pulls the mixed up the pieces out, stacks them face up and turned the right way and puts them in the hand of the player.
- 3) When checker is ready, the checker *whispers*, "Go" and the starts the stopwatch.
- 4) The player puts pieces down next to their answers until all the answers have problems next to them and holds up his/her hands—to signal the checker to stop the stopwatch.
- 5) The player and the checker double check to make sure everything is right.
- 6) If any are wrong they have to be fixed, but the time does not count—so it's an automatic do-over.
- 7) If they are all correctly placed, the player and the checker look to see whether this "try" is faster than the player's previous best.
 - a. If it is faster, they record the new record time in the next box (going right to left) AND put a star sticker over the previous best score. The score showing is now the previous best.
 - b. If it is not faster, the player may try again, but only after giving his/her partner a turn to beat their best time!

After the center is running: be sure to recognize and praise students who beat their previous best scores and who have a star showing as a result. Do **NOT** compare students to each other. Just praise them for trying again and getting faster. Make sure you show how impressed you are by students who are getting better and beating their previous best time! The more stars the better!