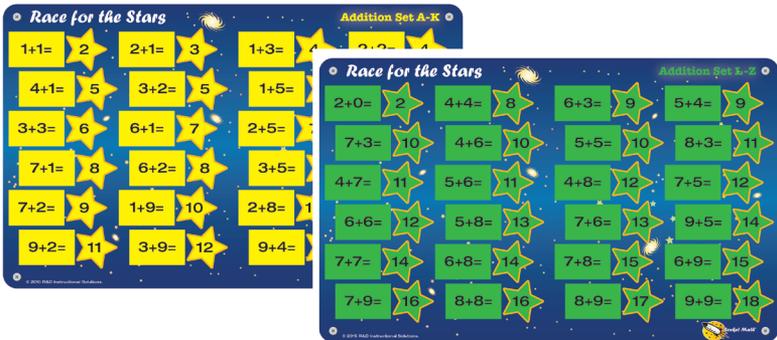


Race for the Stars:

Two levels of fast-paced fun!
YELLOW Sets A - K
GREEN Sets L - Z

ISBN 978-1-60743-782-6



Race for the Stars consists of two 11" x 17" game boards—each with a set of 24 answers to math facts. For each game board there is a set of 24 matching math fact problems (for a total of 48 math facts to practice in each operation). You can purchase **Race for the Stars** games in all four operations. After punching out the problems, the basic intent of the game is for players to lay the problems into the space next to the answers on the game board as quickly as possible. Each round should generally take between 45 and 100 seconds. These directions explain several ways to play the game.

TEACHING POINTER—The two levels of these games will be fun review for students who have first mastered the sets of facts in each level using Rocket Math **Facts** before beginning to play with the set in the game. Each operation has two color coded levels of (24) problems coordinated with the sequences used in **Rocket Math**. Students can play the yellow set *after* mastering Set K in the operation. The green set can be played after students have learned the whole operation.

Rocket Math and our Flashcards are excellent initial teaching tools. **Race for the Stars** game is designed for review. Students should know the first half of **Rocket Math** facts (through Set K) before starting this game. Students would likely find the game itself a difficult way to learn the facts. Assigning this game to students who haven't yet learned the beginning facts would be likely to cause problems. There are too many facts presented at one time for most students to learn. The sets in **Rocket Math** (and our Flashcards) proceed with an appropriate amount for learning—only two facts at a time and their inverses—while each game board in the **Race for the Stars** was designed to review twenty-four facts all at once.

WARNING: *If you ignore this advice, instead of enjoying this game, students will likely be frustrated and angry and may even tell you they "hate" this game.*

PREPARING MATERIALS TO BE READY TO PLAY—Either you or the children can punch out the 24 problems from their game board. Have them keep the 24 problems for each set in the 3" x 3" baggie provided and put the baggie into the color-coded and folded 11 x 17 game board. These little baggies are much safer than arming the children with rubber bands, don't you think?

Now the students are ready to play.

CLASS SET OF GAMES. A

class set of games needs to be put into a plastic filing crate. There will be fifteen game boards at each color coded level and those go into their own hanging folder. If you did not purchase a crate along with the games, you can purchase such crates at your local office supply store, or order item #1105 File crate for games from

www.rocketmath.com and we'll send you

one with the labels and the right number of folders. The crate with the games can then be shared among several classes who are learning the same operation. Just rotate the crate among the classes so that every few days each class gets a break from their **Rocket Math** routine to play the games.

**PLAYING Race for the Stars**

THE MAIN RULE:

Players must mix up their punched out problem pieces before each game.

It should go without saying that it's not OK to arrange the problem cards in your hand in the same order they appear on the game board! But here, we've said it anyway, just to be sure!

THE 2ND RULE:

Pieces must be set down to the left of the answer.

GAME VARIATIONS—There are several ways to play the game. Once students have raced with their game board in one game a few times, they will probably welcome trying other variations.

Pair races: Pair students up. Each student has his or her own game board and problems. Students can race each other even if they not learning the same set—as each game has the same number of pieces. [*Isn't that smart of us?*] They should mix up each other's problems. Together they say, "Ready, set, go" so they can begin at the same moment. The winner is the one who gets all 24 down correctly into their game board first.

Have students play for the best of three or five games, or keep a running tally of wins between two people. You'll have time in a ten-minute period for them to race each other several times. If two students are not well-matched, change the pairs of students the next time you play **Race for the Stars** in your room.

Pair races Tournament. (Same rules as pair races, but with a follow up tournament.) Have students play in pairs, best of five. Each pair switches with another pair so winners play with winners and losers with losers. Write names of two-time winners on the board. Match two-time winners with each

other while other players are paired with less successful peers. On the final round, let everyone watch as the last two players battle for “Class champion of the week.”

Whole class races. All students have their own game board and problems and are seated at their desk. Teacher starts everyone off at the same moment. As students finish they stand up. Write names of first, second and third place on the board. Let three top winners watch others (or rove around?) while you do another round with everyone else. After 3 or 4 rounds do a playoff round among the winners only—for class champion of the week.

Race against the clock. Have students work in pairs—with one student being the timer while the other student races against the clock. Have students time each other on a stopwatch or using the second hand on a watch or clock. Let each student have 2 or 3 tries to get their best time. Then have the two students switch roles (each student using his/her own game board and problems). Post the top 5 times for each different set of facts. Let students vie for a place on the record chart for each set of facts.

Shared game board races. *Note: this variation may be more fun with students bumping into each other racing for the same answer, but also will have more potential for irritation than pair races where each has his/her own space for working. Proceed with caution—the advisability of this variation of the game depends upon maturity of your students.*

Two students share one game board and set of problems in this game. (Have the student who is further along move backwards to a set he/she had already passed). One student deals out the problems so they each have 12. They start at the same moment (start each other or teacher starts the whole room full of pairs) and race to see who can put down their 12 problems first.

If you find some other ways to play the game please let us know at www.rocketmath.net. Hope you have fun with it.

***Race for the Stars* GAMES**

1106-9	Crate & Class set of <i>Race for the Stars</i> Games	\$209
1105	File crate for games	\$64
1101-4	Class set of <i>Race for the Stars</i> Games (no crate)	\$175
1121-4	<i>Race for the Stars</i> Individual Games	\$24