Math Mad Libs

Grade Level: 2, 3, 4

Duration: 30-45 minutes

Classification: Classroom, STEM Spark

Subject(s): Algebra, Computations

Categories (STEM): Math

Keywords: Calculator, Addition, Subtraction, Multiplication

Introduction

- Summary: Students will use the order of operations to solve a math-based mad lib

- Description: Students will be challenged to apply their knowledge about addition and subtraction to win Calculator Kalah.

Online Resources: http://www.dr-mikes-math-games-for-kids.com/calculator-word-game-upside-down.html

Materials

Materials	Quantity	Reusable?
Calculator*	1 Per 2 students	Yes
Copy Paper	1 Per student	No
Pencils	1 Per student	Yes

*For activity extension

Directions

- Break students into teams of 2 or 3.
- Write the following mad lib and key on the board. **Do not include the underlined words, yet.**
  - *Hello! I am a secret <u>agent</u>. My <u>mission</u> is to find more <u>desserts</u> before dinner. Can you <u>help</u> me?*
- Have students work together to solve the following problems to get the missing words.

Problem	Numerical Answer	Mystery Word
9 + (10 + 8)	27	Hello
(12-3) x 2	18	Agent
6 x (3+2)	30	Mission

(48 + 57) - 41	64	Desserts
52 + (51-8)	95	Help

Key for Mystery Words

0 = Sion	1 = Ag	2 = Hel	3 = Mis	4 = Serts	5 = Lp
6 = Des	7 = Lo	8 = Ent	9 = He		

Activity Extension

1. Teach students how to play Calculator Kalah
   a. Player 1 enters a digit 1-9, followed by a + sign
   b. Player 2 enters a digit 1-9 followed by a + sign
   c. Players take turns until the number is 73.
      i. A player who enters a number that results over 73 loses.
      ii. Number **MUST** be between 1 and 9.
2. Play Calculator Kalah starting at 73 and subtract numbers until it reaches 7.

Discussion Questions

- Does the order you solve the equation in matter? Explain.
- Why can't you use zero in this game?
  - If zero was allowed in this game, each play could avoid going over 73 by using zero and the game would stall.
- What strategies work best? Explain.

What is happening?

- Students utilize the order of operations and a secret code to solve riddles.
- Students will learn how to play the traditional game of Kalah.

Applications:

- Majors: Mathematics, Statistics
- Jobs: Mathematician
- Hobbies: Chess
- Real world applications: Game Logic