

## DIVISION II (Grades 2-3)

### MONTH BY MONTH INSTRUCTIONAL SEQUENCE FOR THE MATHEMATICS PENTATHLON® GAMES

#### Linking the Games With Adventures in Problem Solving Book I and Investigation Exercises Book I

(Revised Adventures in Problem Solving 2000)

#### SEPTEMBER

- PAR 55  
Adventures: Activities I, II, and III - pp. 37-39 (Investigate and compare the attribute blocks.) and Activity IV - p. 40 (One and Two Way Differences)
- FIAR  
Adventures: (if time permits) Activities V and VI - pp. 120-123 (4 and 5 Chip Line Games) and Activity VII - pp. 124-125 (TIAR)  
Game: Teach game **without** blocking rule.
- RAMROD  
Adventures: Activities I, II, and III - pp. 141-143 (Investigate the number values of the rods.)  
Activity V - pp. 144 and 147 (Teach centimeter values of gameboard - rectangles within purple playing area and goal area.)

#### OCTOBER

- PAR 55  
Continue practice with one and two way differences and introduce three and four way differences. (Adventures: Activity V - pp. 40-42 (Attribute Tower Game) is an enjoyable way to practice these skills.)
- RAMROD  
Adventures: Activity V - pp. 144 and 147 (Measuring Values in the Purple Playing Area and Goal Area of Gameboard)  
Adventures: Activities VII and VIII - pp. 154-157 (Teach students the complements of number values in purple-playing area.)  
Investigations: pp. 3-6 (Ramrod Combos) and pp. 8-10 (Make a Capture)
- FIAR  
Game: Teach game using the blocking chips.

#### NOVEMBER

- PAR 55  
Game: Teach rules and practice **without** bump rule.  
Investigations: Select appropriate pages 3-19.
- SUM DOMINOES & DICE  
Adventures: Activity II - pp. 76-77 (Domino Addend Hunt)  
Teach placement rules of game and how to use doubles.  
Investigations: pp. 3-4
- RAMROD  
Game: Teach rules and practice **without** the recycling box.
- FIAR: Continue to practice.

## **DECEMBER**

- PAR 55  
Game: Teach the “Bump” rule and practice game with all rules.  
Investigations: Select appropriate pages 20-23.
- RAMROD  
Game: Introduce the recycling of rods in the center box; continue practice of game and how to defend three and four step captures.
- KWATRO-SINKO  
Adventures: Activity I - pp. 213-214 (Teach all possible combinations for getting an answer of four or five.)  
Investigations: p. 3 (Kwatro-Sinko Recording Sheet)
- SUM DOMINOES & DICE  
Adventures: Activity V - pp. 79-82 (worksheets)  
Game: Teach all rules and practice.
- FIAR: Continue to practice.

## **JANUARY**

- KWATRO-SINKO  
Game: Teach rules and practice.
- Teach tournament rules to Sum Dominoes & Dice.
- FIAR  
Investigations: pp. 3-8
- Continue practice of all 5 games.

## **FEBRUARY**

- Teach tournament rules to Par 55 and Ramrod.
- Continue practice of all 5 games.
- PAR 55  
Investigations: Select appropriate pages 24-33.

## **MARCH AND APRIL**

- Teach tournament rules to FIAR and Kwatro-Sinko.
- Continue to practice all 5 games using tournament rules.
- RAMROD  
Investigations: Select appropriate pages 11-17.
- SUM DOMINOES & DICE  
Investigations: Select appropriate pages 5-18.
- KWATRO-SINKO  
Investigations: Select appropriate pages 4-12.

## **IF TIME PERMITS:**

Refer to Adventures in Problem Solving Book I and Investigation Exercises Book I for many other additional activities that will enrich students’ mathematical problem-solving skills.