Name _____

Uniform Numbers

Most sports teams have numbers on their uniforms. These numbers identify the player. In some sports, such as in soccer, numbers are given out based on a player's position. The goalkeeper often wears number 1. A defender may have a lesser number than a forward.

In the World Cup soccer tournament, assigning numbers to players on a team began with the 1954 World Cup. Each player on a country's team wore a specific number for the whole tournament.

Your Project   Make a Poster of Your Favorite Athletes

Research players on your favorite sports team. It can be any sport.

Create a list of 11 players, including your favorite. Make sure you know the jersey number for each player. Organize the jersey numbers into two groups. One group should have odd-numbered jerseys and the other even-numbered jerseys. Draw each uniform and its number, and make a poster showing all 11 players.

Using numbers less than 10, write equations by multiplying an odd number by an even number. Explain any patterns you notice. Do you think the same patterns would hold true when multiplying the larger numbers on the odd- and even-numbered jerseys?
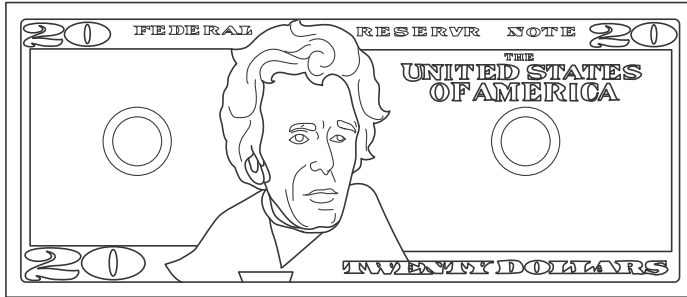
    3

Money

Historical figures are depicted on money in the United States. Several different portraits are shown on our paper currency. This $20 bill shows Andrew Jackson, our country's seventh president.

All money is produced in one of the United States mints, which are located in Washington, D.C., Philadelphia, San Francisco, and West Point.
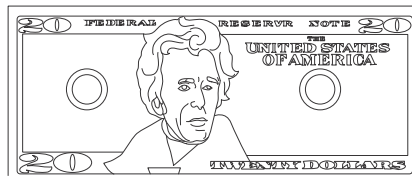
Your Project Write a Report About Money

Research the following paper currencies: $1, $2, $5, and $10. Write a report that shows each bill and explains who is the person shown on the bill.
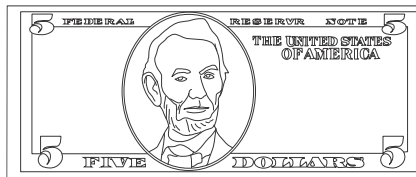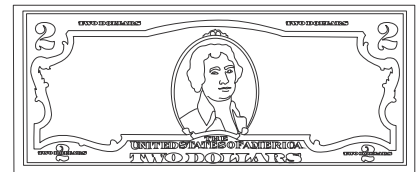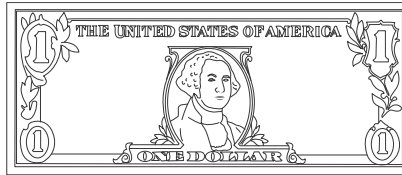
Next, create a picture to accompany your report. Draw a $20 bill at the top. Then make four columns under the $20 bill: one each for the $1 bill, $2 bill, $5 bill, and $10 bill.

In each column, draw how many of each bill equals $20. For example, in the $1 column, how many $1 bills will equal $20? Draw your answer. Do the same for $2, $5, and $10. Finally, write a multiplication equation for each bill.

Close Counts in Horseshoes

Besides being used on horses, horseshoes are used in a game in which almost anyone can participate.

The object of the game is to toss three horseshoes toward a metal stake in a pit. If a horseshoe lands around the stake, it is called a "ringer" and is worth 3 points. If the horseshoe lands and leans up against the stake, it is called a "leaner" and is worth 2 points. Finally, if a horseshoe lands the nearest to the stake of all the horseshoes tossed, then 1 point is awarded.
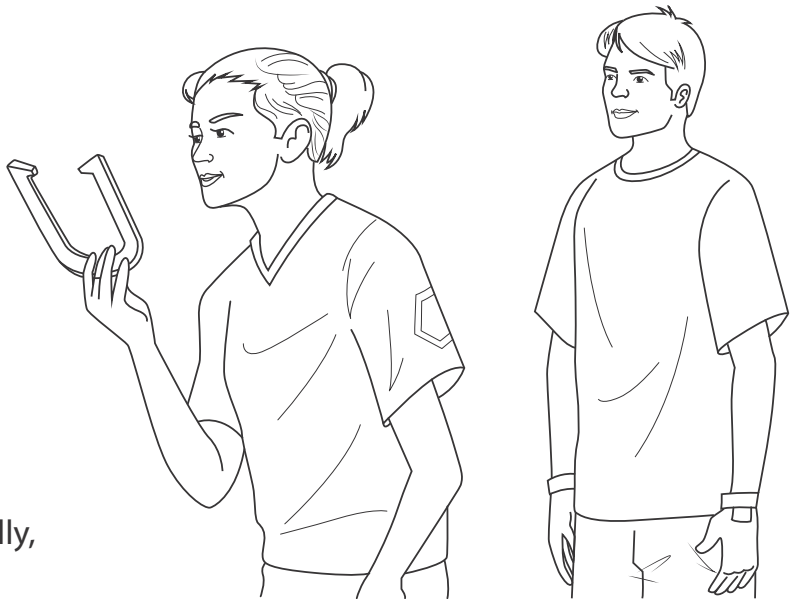
Your Project Create a Score Sheet

Create a score sheet to show how many ringers and how many leaners a player scored in each game during a series.

The series is 10 games long. A player scored the following point totals in each game:

8, 15, 3, 10, 20, 4, 9, 14, 16, and 21.

In this series, assume that the player either scored only ringers or only leaners in each game.

Your score sheet should show the point total for each game, and then how many 2- or 3-point tosses the player scored in each game.

Name _____
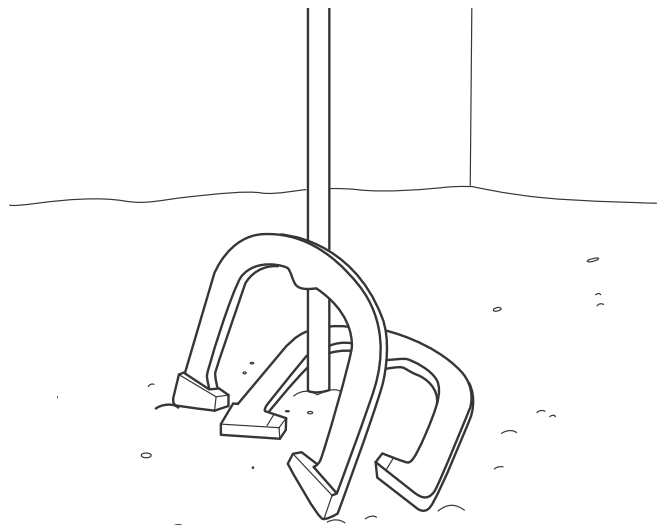
Let's Play!

It is believed that the first playing cards were invented in China around 680 C.E. Since those times, countless card games have been invented and played by people of all ages.

1 ◇

2 ◇◇

3 ◇◇◇

4 ◇◇◇◇
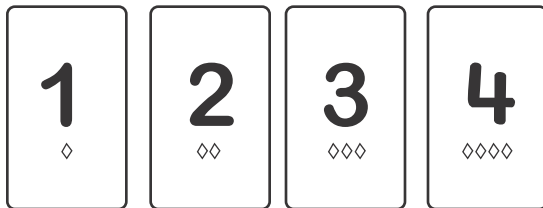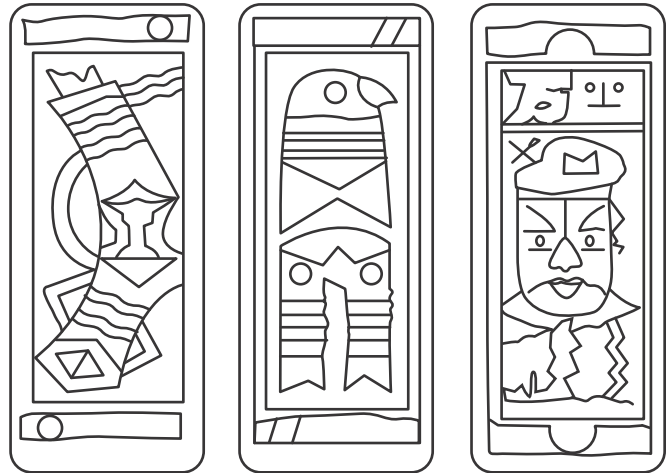
One popular card game among children involves matching. In this game, each player receives 5 cards. The rest of the cards are placed in a pile. The object of the game is to collect pairs of matching cards for each number. By making a pair, a player collects points. The player with the most points wins.

Your Project Develop a Game

Develop your own game. The goal of this new game is to score exactly 24 points. Make sure to include the following:

- Design your own playing cards. These can be different shapes or different colors or different pictures. You decide.
- Each playing card or piece has to have a value assigned to it. The value must be between 3 and 9 points.
- Come up with at least three different values.
- Write the rules for the game to explain what happens with each turn and how a player can win or lose. Be creative!
- One rule you must use: If you are collecting pairs or sets, you must write an equation multiplying the value of each card by 9 to gain the points.
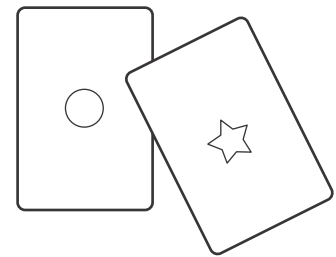
Once you have completed all the rules and made all the pieces for the game, find players and play! Revise the rules if necessary.