

Purpose & SOL

- The students will play games and create a bar graph to show the class favorite.
- Math K.13, K.14, 1.14, 2.17

Materials

- Chart paper with blank graph.
- One sticky note per student.
- Optional advanced blank graph sheet (1st, 2nd grade).

Length
30 min.

Introduction

Explain that we will play 3-4 games and then make a graph, or tally, which one is the class favorite. Show the students the blank chart paper and say the names of the games you will play (ex. Up/Down/Stop/Go, Healthy or Not, 4 Corners, Match Me, Alphabet Aerobics).

Implementation

Exercise the Answer

- 1) Begin by playing the first game. Be sure to repeat the name of the games very clearly. Often remind students to pay close attention, because at the end of all the games, they will have to choose their favorite.
- 2) Distribute a sticky note to each student. Tell them to write their name on the sticky note.
- 3) Play a song, and quietly ask students (a few at a time) to come up to the chart paper with their sticky note to cast their vote for the favorite game.
- 4) The class will evaluate the data. The teacher will have the students stand up and do a cheer when the game they voted for is called.
- 5) Ask a few students to count up the data.
- 6) Which game did we like the most? The least? Did any games tie?

Cool Down

Deep breathing and a quiet clap will close the lesson.

Modifications

For older students, have them copy the class graph on the recording sheet.



Game Graph



Name: _____ Date: _____

Directions: Interview your friends to see what game was their favorite. Record their responses below.

| | | | |
|--------------|--|--|--|
| 10 | | | |
| 9 | | | |
| 8 | | | |
| 7 | | | |
| 6 | | | |
| 5 | | | |
| 4 | | | |
| 3 | | | |
| 2 | | | |
| 1 | | | |
| Name of Game | | | |