Maths in English – Game n°1

> **Let's play "MATHS SURVIVOR"**
>
> ***Who will be the last student standing?***

Rules: • All the contestants are standing up at the beginning.

- The teacher chooses the theme for the round (for example: *"The even numbers"*).
- One student is chosen to start the game and says the first number.
- The next student must say the next number, and so on.
- When a student makes a mistake, then he is out of the game and must sit down.
- The winner is the last student standing up.

MATHS IN ENGLISH

☞ HOW TO COUNT IN ENGLISH?

0	zero	10	ten	20	twenty	30	**thirty**
1	one	11	eleven	21	twenty-one	40	**forty**
2	two	12	twelve	22	twenty-two	50	**fifty**
3	three	13	**thirteen**	23	twenty-three	60	six**ty**
4	four	14	four**teen**	24	twenty-four	70	seven**ty**
5	five	15	**fifteen**	25	twenty-five	80	eigh**ty**
6	six	16	six**teen**	26	twenty-six	90	nine**ty**
7	seven	17	seven**teen**	27	twenty-seven	100	one **hundred**
8	eight	18	eigh**teen**	28	twenty-eight	200	two hundred
9	nine	19	nine**teen**	29	twenty-nine	300	three hundred

- 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9 are the ten **DIGITS** used to write **NUMBERS**.

  So, 5 is a .... , but 24 is a ....

- **Large numbers:**

Use **commas** after every group of 3 digits (from the right to the left).

$1,000 \rightarrow$ one **thousand** $1,000,000 \rightarrow$ one **million** $1,000,000,000 \rightarrow$ one **billion**

$2,000 \rightarrow$ two thousand $2,000,000 \rightarrow$ two million $2,000,000,000 \rightarrow$ two billion

> ⚠ **No "s" at the end !**

⚠⚠⚠ Use "and" after "hundred" and sometimes after "thousand".

542 → ....

3,064 → ....

7,900 → ....

873,601 → ....

Exercise 1: Name each number.

37	98	514	692	999	6,375	12,011

☞ DIFFERENT TYPES OF NUMBERS

- The **EVEN NUMBERS** are: ....
- The **ODD NUMBERS** are: ....
- The **PRIME NUMBERS** are: ....

- The **WHOLE NUMBERS** are: ....
- The **INTEGERS** are ....
- The **DECIMALS** are ....

Exercise 2: Name each decimal.

30.8	5.24	2.375	0.007	4.09	12.5632

- **POSITIVE NUMBERS** are numbers ....
- **NEGATIVE NUMBERS** are numbers .... They are written with a **minus sign**.

    Then, 10 is ...., but **–** 6 is ....

- Writing numbers in **ascending / increasing order** is writing numbers from smallest to largest.
- Writing numbers in **descending / decreasing order** is writing numbers from largest to smallest.

Exercise 3: Place the following numbers in ascending order:

   34   – 15   7,613   – 98.5   – 2.51   6.721

   ....

☞ NUMBERS IN EVERYDAY LIFE

• *Years:*

The Great Fire of London happened in **1666** (....).

Elizabeth II became Queen of the UK in **1952** (....).

London has hosted its third Summer Olympics Games in **2012** (....).

• *Phone numbers:*

In case of emergency, in the UK, call 999 (....).

The phone number of College Jacques Cartier is 03 23 39 95 95. (....

....).

Maths in English – Game n°2

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Let's play "THE PRICE IS RIGHT"
The clock game.

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"The Price Is Right" is a TV game show where contestants compete by guessing the prices of items to win cash and prizes.

The name of the French version of this TV game show is ....

• **Watch the video and fill the text below.**
https://www.youtube.com/watch?v=bCGjcY7Ol0c

<div style="border:1px solid black; padding:10px;">

This video is an extract from an episode of "The price is right". It was broadcasted in 1995.

The host is a man. His name is Bruce.

The contestant is a woman. Her name is ....

She can win 2 items: a .... and a ....

To win these items, she has to find their prices by playing the ....

She must find the prices within .... seconds.

She has to bid for each item.

If her bid is too low, then the host says "...................................!".

If her bid is too high, then the host says "...................................!".

For the first item, her first bid was £.......... . Finally, the correct price was £.......... .

For the second item, her first bid was £.......... .

Sadly, she didn't find the correct price which was £.......... .

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• **Now play "The Price Is Right" with your classmates**

You can play two roles: the host or the contestant.

If you play the host:
☞ Welcome the audience: "***Good morning and welcome to "The Price is Right" game show!***"
☞ Ask the contestant his/her name, his/her age, where he/she is from and his/her job.
☞ Tell the contestant which item he/she can win, and explain the rules of the "Clock Game".

If you play the contestant:
☞ Tell your name, your age, where you are from and your job.
☞ You must find the price of **only one item**.

MATHS IN ENGLISH

☞ HOW TO CALCULATE IN ENGLISH?

In Mathematics, you can use **4 basic operations**.

Activity: *Listen to the song, and fill the following table.*

Name of the operation	Symbol ("how to say it")	Example ("how to say it")
	$+$	48 + 36 =
	$-$	7 − 11 =
	$\times$	(- 6) × (- 9) =
	$\div$	512 ÷ 10 =

Maths in English – Game n°3

MENTAL ARITHMETIC CONTEST

PART 1: Listen to what the teacher says, write the calculation in the table below, and write your answer.

N°	Question	Answer	N°	Question	Answer
1					
2					
3					
4					
5					

MY FINAL SCORE IS: /10

PART 2: MAKE YOUR OWN MENTAL ARITHMETIC TEST!

Create one question that you will ask everybody, but you will have to answer those of your classmates too!

N°	Question	Answer	N°	Question	Answer
1			16		
2			17		
3			18		
4			19		
5			20		
6			21		
7			22		
8			23		
9			24		
10			25		
11			26		
12			27		
13			28		
14			29		
15			30		

MY FINAL SCORE IS:

CALCULATION CARD GAME

This is a game of speed and responsiveness.

Starting the game, you should decide:
1. How many rounds will be played?
2. Is layout "up/down" (competitive mode) or "circular" (less competitive)?

Setting up the game:

* Players are divided into **groups of 4** (if possible).
Tables are identified by numbers (from 1 to 7 for 28 players). If the number of players is not a multiple of 4, the number of players at tables 1 and 7 is increased or decreased to 5 or 3 players.

* A **deck of cards** is laid face down on each table.

* A round takes 3, 4 or 5 stages and possibly a final stage to break the tie.

* On the first round, we choose **a referee** for each table.

1st ROUND:
* Stage 1:
The referee draws a card and reads the calculation to the other players.
For example, if the referee draws this card on the right, he should say:
".."

Question :	Answer :
4×12	48

It's a game of speed. The first player who raises his hand can propose a result in English.
The referee decides who can answer first if 2 players raise their hands at the same time. If it's not possible to decide, the referee proposes a new calculation.

✗ If the result is wrong, the player cannot play for this calculation anymore. The quickest of the other players can give his solution.

✓ If the result is right, the player should explain his reasoning in English.
For example, for this card, the player can say: "..
...."

Then, he keeps his card in front of him.

No time for hesitation: you should have your answer ready when raising your hand. In case of hesitation, the player is not allowed to answer.

** Stage 2 :
Once the result found, the referee changes clockwise.
The next player becomes the referee for the 2nd stage. He draws one card.

*** Each player is referee only once per round. A round is played in 1 game trick.
End of a round: The winner is the one with the largest number of cards.
In case of equality, the referee breaks the tie.

**** Moves – Winners go up and losers go down:
The 2 players with the most important number of victories go "up" to the next table, the other 2 players go "down".
In the circular layout, you go from table 7 to table 1 by going down and from table 1 to table 7 by going up.

Scores can be rated or materialized with tokens.

Put the cards already played in a **discard pile**.

2nd, 3rd and following rounds are set identically.

Maths in English – Game n°5

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Let's play "COUNTDOWN"
The numbers game.

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"Countdown" is a TV game show where contestants compete in games using letters and numbers.

The name of the French version of this TV game show is ....

• **Watch the video and fill the text below.**   **https://www.youtube.com/watch?v=WkYuCCkhERQ**

This video is an extract from an episode of "Countdown". It was broadcasted in October 2023.

The presenter is a man. His name is Colin.

The co-presenter is a woman. Her name is .... She is brilliant at ....

There are .... contestants. Their names are ....

There are 24 face-down tiles, arranged in two groups:

- 20 "small numbers" (from 1 to ......).
- 4 "large numbers": .... ; .... ; .... and .... These four tiles are placed on the top.

The contestant chooses .... number tiles. He/she decides how many "small numbers" and how many "large numbers" he/she wants. Then, the co-presenter picks out the tiles randomly and places them on the board.

An electronic machine generates a random three-digit number called the "......................................." .

The contestants have .... seconds to get as close to the target as possible.

☞ They can use only the four basic operations.
☞ Each number can be used <u>only once</u>.
☞ Decimals, fractions and negative numbers are not allowed at any stage of the calculation.

Only the contestant whose result is closer to the target scores points. The score depends on how far the contestant is from the target.   *(Observe the evolution of the scores in the video).*

Target reached exactly.	.... points
1 to 5 away from the target.	.... points
6 to 10 away from the target.	5 points
More than 10 away from the target.	0 points

• <u>**Now it's your turn!**</u>

Calculation:

DNL

INSTRUCTIONS: You have to play the TV game show "Countdown".

- You have to play two numbers round
- Make a group of 4 students and choose the role you want to play:

	Role	Name of the student	Evaluation grid (for teacher)			
			Numbers	*Operations*	*Calculations*	*Exchanges*
1	Presenter					
2	Co-presenter					
3	Contestant 1					
4	Contestant 2					

- Presenter:
  ☞ introduces each contestant (name, job, city, hobby)
  ☞ starts the clock
  ☞ asks the contestants for their answers
  ☞ asks the co-presenter for the best solution
  ☞ gives the scores of each contestant at the end

- Co-presenter:
  ☞ picks out the tiles
  ☞ reveals the target
  ☞ write the propositions of each contestant on the board
  ☞ reveals the best solution

- Contestant 1:
  ☞ chooses numbers for the numbers round
  ☞ gives a proposition (but doesn't get the target)

- Contestant 2:
  ☞ gives a proposition (but doesn't get the target)

① **NUMBERS ROUND:**

Choose the selection : ☐ ☐ ☐ ☐ ☐ ☐   Target: ☐

Proposition of Contestant 1: ....
Calculations:

Proposition of Contestant 2: ....
Calculations:

Best solution (co-presenter): ....
Calculations:

Score: ....

Score: ....

② **THE WINNER IS** .... with .... points.