

Supporting Activities

Find a Rule – One Step



Function Frenzy: An activity for a group to use in class or intervention to help children's understanding of finding a one step rule.

Resources: You will need cards containing calculation symbols, 12-sided dice, whiteboards and whiteboard pens.

Activity: Player 1 rolls a 12-sided dice and generates the input. Player 2 chooses a calculation card and rolls the dice to generate a function. Both players complete the function machine and work out the output. Repeat by generating the output and calculating the input.

Example:

Player 1: Rolls a 7.

Player 2: Chooses an addition card and rolls a 6.

Both: Complete the calculation to work out the output. $7 + 6 = 13$.

Repeat, generating the output.

