

GMM Math Madness Lesson Plan

getM^{ORE}math!

Goal:

Motivate your students to earn points or improve their proficiency by tapping into their competitive spirit! You can choose to either have a Points Competition or a Proficiency Competition. Whichever student has the most points or the highest proficiency, moves on to the next round until one student is declared the CHAMPION!

Materials:

- Devices (Chromebooks/iPads/computers)
- Math Madness Poster (click [here](#) for directions on printing poster size)
 - Three posters available: 8 students, 16 students, and 32 students

Lesson:

1. Place student names on the outside brackets. Fill any extra spaces with "bye".
2. Students will be paired up with another student (or they are given a "bye" for the first round). Their goal is to "win" by either earning more points than their opponent (Points Competition) or having a higher percentage of proficient skills (Proficiency Competition). Students with a "bye" for the first round automatically advance.

Check Points History
for Points Competitions

Name	Scores	Mon 11/1	Tue 11/2	Wed 11/3	Thu 11/4	Fri 11/5
Goal for the day	67	15	12	12	12	16
Prestley Gordon	77	14	10	12	12	29
Mina Fulton	77	14	14	13	20	16
Jazmin Mora	60	15	14	14		17
Hazel Stevenson	55	18	4	8	15	10
George Rhoades	65	5	10	13	14	23
Elodie Neville	67	18	12	15	10	12
Colin Evans	71	16	12	12	16	19
Cadi Randall	54	17	12	10		15
August McDonnell	85	17	14	15	19	20
Amanah Sanford	78	14	15	15	16	12

Check Student Data
for Proficiency Competitions

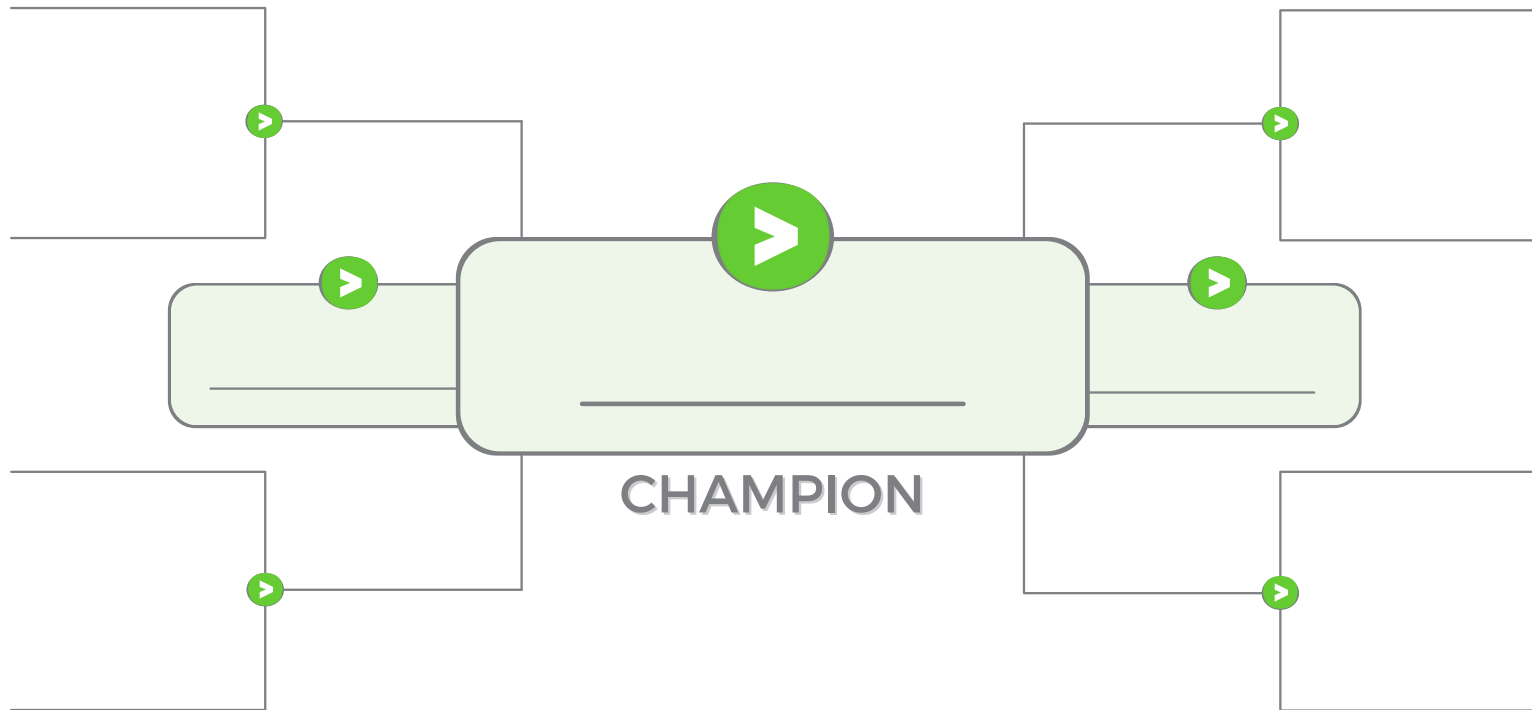
Name	Points from MB	Proficient Skills	Skill Accuracy	Total \$ Attempts
Amanah Sanford	75%	80%	91%	685
August McDonnell	74%	78%	91%	714
Cadi Randall	76%	67%	88%	576
Colin Evans	72%	72%	89%	481
Elodie Neville	70%	74%	93%	455
George Rhoades	73%	48%	87%	518
Hazel Stevenson	72%	69%	86%	468
Jazmin Mora	75%	48%	86%	456
Mina Fulton	70%	57%	86%	467
Prestley Gordon	73%	85%	90%	589

3. At the end of each week (or each day), determine the winner. Place the winner's name on the next, inner bracket.
4. At the beginning of the next week (or the next day), the students compete against a new student with their goal to either earn more points or have a higher percentage of proficient skills.
5. Continue until a final CHAMPION is determined! You can choose how you wish to reward this student.

Good luck, have fun, and getM^{ORE}math!

get**MORE**math!

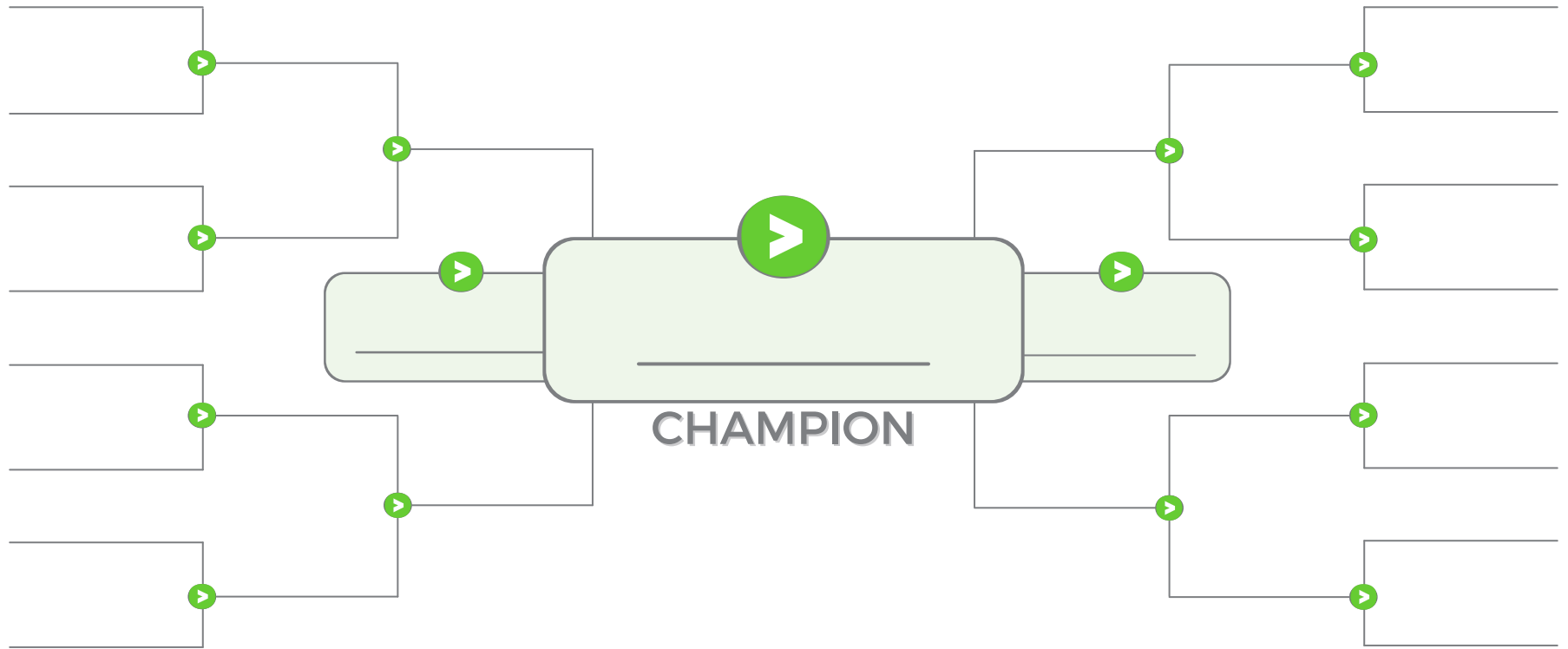
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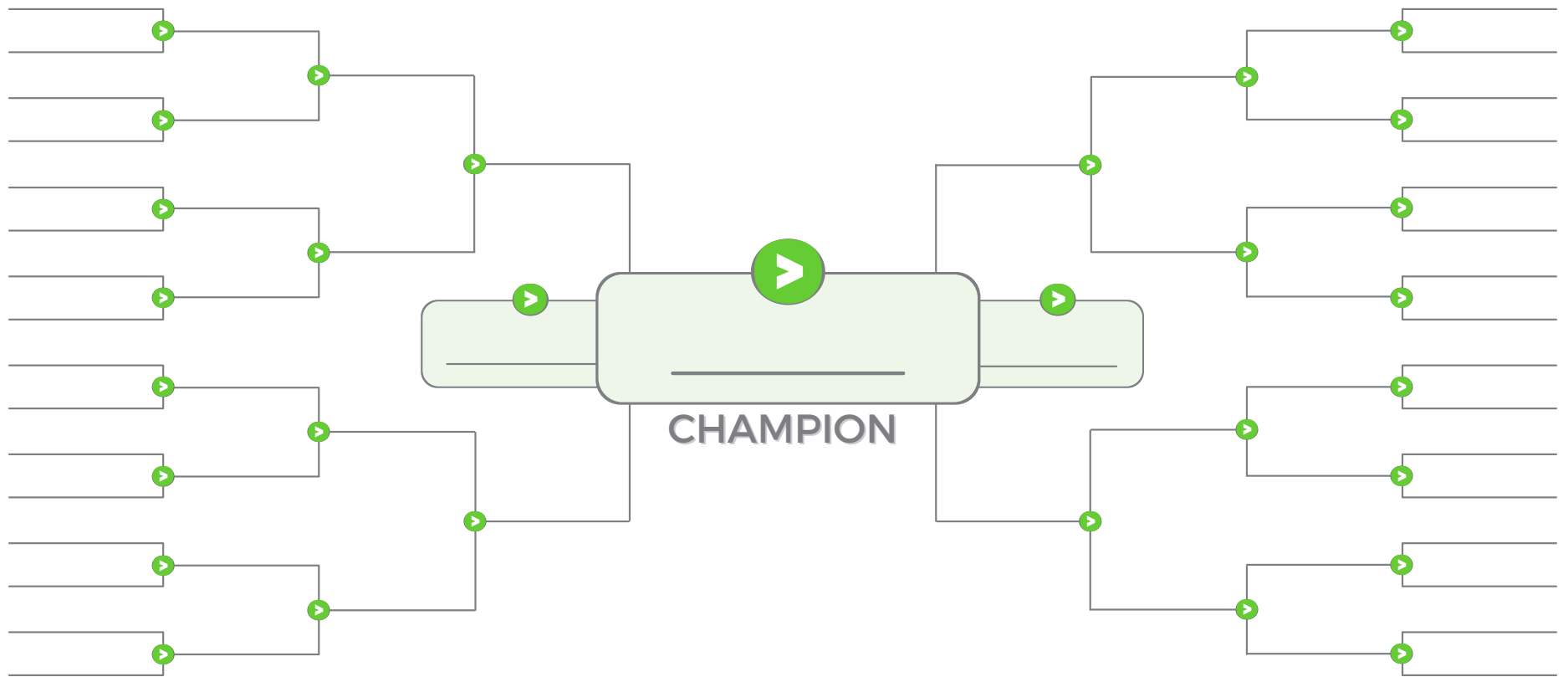
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