

RACE GAME

Preparation: Give students pieces of paper with a range of numbers written on them. The size of the range represents their “skill.” The larger the range, the more skilled they are. Do not tell them the ranges of other students.

Give each student one deck of organized cards (attached). Each student should have all ten stages in order. Have them stack them up in order on their right.

Explanation: The game is about getting credit for achieving stages. At each round, a random number will be announced. If that number falls in the range of one of the students, they have achieved the next stage. That student will then advance one stage. They can either share their result (getting credit) or keep it secret. If they share, they are sure to get credit for that stage, but everyone else advances to that stage as well. If a student shares, put their name up on the board so they can get credit for those stages. If they keep it secret we go onto the next number. This continues until someone has claimed credit for all ten stages.

Round 1: All stages get equal credit. Play the game.

Round 2: The stages go up in value (each increasing by 1 compared to the previous stage).

Round 3: Each stage goes up by two compared to the last stage.

Stage 0

Stage 1

Stage 2

Stage 3

Stage 4

Stage 5

Stage 6

Stage 7

Stage 8

Stage 9

Stage 10

DONE!

