Graphic Organizer

• Have students use the Graphic Organizer as a scavenger hunt. The object is to skim through the student resource to find definitions and examples to complete the organizer. In addition, have students come up with one example of their own to ensure they understand the definitions.

Math Link: Wrap It Up!

Planning Notes

- Introduce this exercise by reviewing two of the major aspects of a successful game:
 - the skill of the player
 - luck
 - A good game often has both features.
- Encourage students to try their rules and change them as necessary. Another feature of the game may be a challenge process, whereby if two players disagree on an answer, a calculator is used to find the correct answer.
- This exercise is an opportunity for adapted students to play and develop a game with non-adapted students.

The chart below shows the Rubric for the Math Link: Wrap It Up! and provides notes that specify how to identify the level of specific answers for this project.

Score/Level	Holistic Descriptor	Specific Question Notes
5 (Standard of Excellence)	 Applies/develops thorough strategies and mathematical processes for making significant comparisons/connections that demonstrate a comprehensive understanding of how to develop a complete solution Uses efficient and effective procedures that may contain a minor mathematical error that does not affect understanding Uses significant mathematical language to explain understanding and provides in-depth support for the conclusion 	• provides a complete and correct solution
4 (Above Acceptable)	 Applies/develops thorough strategies and mathematical processes for making reasonable comparisons/connections that demonstrate a clear understanding Uses reasonable procedures that may contain a minor mathematical error that may hinder the understanding in one part of a complete solution Uses appropriate mathematical language to explain understanding and provides clear support for the conclusion 	 provides a complete response to all parts of the exercise with one algebraic error <i>or</i> provides a complete and correct response with weak communication <i>or</i> provides a complete and correct response to all parts of the problem based only on positive rational or negative rational numbers, but not both
3 (Meets Acceptable)	 Applies/develops relevant strategies and mathematical processes for making some comparisons/connections that demonstrate a basic understanding Uses basic procedures that may contain a major mathematical error or omission Uses common language to explain understanding and provides minimal support for the conclusion 	 provides a correct and complete solution to parts a) and b); calculations may contain an algebraic error, but both positive and negative rational numbers are represented or provides partial correct solutions to parts a), b), and c); results of playing the game need not be recorded, but there must be some indication that the game has been played
2 (Below Acceptable)	 Applies/develops some relevant mathematical process for making minimal comparisons/ connections that lead to a partial solution Uses basic procedures that may contain several major mathematical errors Communication is weak 	• correctly completes calculations for one or two operations focusing on only positive or negative rational numbers, but not both; rules are present but communication may be weak
1 (Beginning)	 Applies/develops an initial start that may be partially correct or could have led to a correct solution Communication is weak or absent 	 provides a correct initial start to the game by completing one of the following: the rules of the game, but little beyond this is attempted a calculation is shown or described, but lack of further information makes it difficult to tie into a game calculations are shown and show minimal understanding and errors