

Challenge

Planning Notes

- Discuss the meaning of a single elimination draw. What happens if you lose a game?
- Start by demonstrating draws for two players, four players, eight players, and so on.
- Demonstrate what happens if you have seven players. Discuss the meaning of *bye*.
- Have students discuss and develop the use of the power of 2 in creating the draws.
- Encourage students to look at single elimination draws on the Internet. For example, curling competitions, physical education programs, or inter-school sports tournaments may have byes.

Common Errors

- Some students may have difficulty using the power of 2 to develop single elimination draws.

R_x Use **BLM 3–9 Chapter 3 Challenge** and have student fill in competitors' names to determine the winner(s). Review the scenarios with 10 players versus 16 players.

The chart below shows the Rubric for the Challenge 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)	<ul style="list-style-type: none"> <input type="checkbox"/> Applies/develops thorough strategies and mathematical processes for making significant comparisons/connections that demonstrate a comprehensive understanding of how to develop a complete solution <input type="checkbox"/> Uses efficient and effective procedures that may contain a minor mathematical error that does not affect understanding <input type="checkbox"/> Uses significant mathematical language to explain understanding and provides in-depth support for the conclusion 	<ul style="list-style-type: none"> • provides a complete and correct solution
4 (Above Acceptable)	<ul style="list-style-type: none"> <input type="checkbox"/> Applies/develops thorough strategies and mathematical processes for making reasonable comparisons/connections that demonstrate a clear understanding <input type="checkbox"/> Uses reasonable procedures that may contain a minor mathematical error that may hinder the understanding in one part of a complete solution <input type="checkbox"/> Uses appropriate mathematical language to explain understanding and provides clear support for the conclusion 	<ul style="list-style-type: none"> • provides a complete response to all parts of the exercise with weak or missing justification in one part <i>or</i> • provides a complete and correct response with one error in #2 or #4, but the error does not hinder the understanding of the conclusion
3 (Meets Acceptable)	<ul style="list-style-type: none"> <input type="checkbox"/> Applies/develops relevant strategies and mathematical processes for making some comparisons/connections that demonstrate a basic understanding <input type="checkbox"/> Uses basic procedures that may contain a major mathematical error or omission <input type="checkbox"/> Uses common language to explain understanding and provides minimal support for the conclusion 	<ul style="list-style-type: none"> • correctly completes three of the questions with a correct initial start to a fourth question <i>or</i> • provides correct partial solutions to all questions with some communication and justification
2 (Below Acceptable)	<ul style="list-style-type: none"> <input type="checkbox"/> Applies/develops some relevant mathematical processes for making minimal comparisons/connections that lead to a partial solution <input type="checkbox"/> Uses basic procedures that may contain several major mathematical errors <input type="checkbox"/> Communication is weak 	<ul style="list-style-type: none"> • provides a correct response to two questions
1 (Beginning)	<ul style="list-style-type: none"> <input type="checkbox"/> Applies/develops an initial start that may be partially correct or could have led to a correct solution <input type="checkbox"/> Communication is weak or absent 	<ul style="list-style-type: none"> • provides a correct response to #1 <i>or</i> • provides a correct response to at least four steps in #4 <i>or</i> • provides a correct response to #5 based on an incorrect #4