Assessment Title: Spoons

Unit 5: Modeling and Comparing Functions

Spoons directions

- 1. Count the amount of players in the group and place 1 less spoon then there are players in the middle of the table.
- 2. Shuffle your deck of Function cards and deal 4 cards to each player dealer keep the rest of the deck next to them.
- 3. Have everyone take one of their cards and discard it to their left simultaneously. The person to the right of the dealer, however, should put one of their cards down on the table to start the discard pile, while the dealer picks up a new card.
- 4. Repeat this process of everyone passing to the left. Each round the dealer should pick up a new card and the person to their right should add to the discard pile so as to have continuous influx of new cards.
- 5. The first person to have a match of 4 (one graph, one table, one equation, one situation) has to pick up a spoon. Following this, all players need to do the same, with the slowest person left without a spoon and out of the game.
- 6. Remove a spoon every time you remove a player from the game, so if the first round had 6 players and 5 spoons, the second round would consist of 5 players and 4 spoons. Continue playing until you're left with a single person, who is the winner.

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Objectives:

- 1. Can students quickly identify the similarities between multiple representations of a function?
- 2. Can students justify their "matching" set after they have taken a spoon?

Coding:

I=Student needs instruction and cannot yet achieve this objective.

P=Student needs more practice on this objective, but is beginning to understand.

A=Student is ready to apply this objective to various situations.

	Objective #1			Objective #2		
Student	I	Р	A	1	Р	A
Comments						
Comments						
		1			1	1
Comments						
Commonte						
comments						
Comments						
Comments						
Comments		1	1		1	1