



Computing with *Star Wars*® Math: Jabba's Game Galaxy™

Curriculum Connection: "In prekindergarten through grade 2, all students should use a variety of methods and tools to compute, including objects, mental computation, estimation, paper and pencil, and calculators." *Principles and Standards for School Mathematics, National Council of Teachers of Mathematics*

Lesson Plan (Grades 1-2):

Use *Ratts' Race* to provide your students with new methods for computation.

Divide your students into small groups. These groups will play *Ratts' Race* together at the computer.

Distribute manipulatives to each group. Explain that they will use the manipulatives to imitate the Chubas in the game. When the team gets a question, the problem will be represented on the screen with little Chubas (the frog-like character that stops the spinner with his tongue.) Have one team member use the manipulatives to represent the problem, while another uses the objects on the screen. Depending on the size of the team, another member might do mental math, and another use a calculator.

Have the team members switch, so each member has an opportunity to use each of the methods. When the team has finished playing, discuss the following ideas:

- Did all the methods yield the same answer?
- Was any method faster?
- Was any method difficult?
- Can anyone think of a time when it would be impossible to use any of the methods?

After your discussion, you may wish to send students back to the computer to play *Ratts' Race* again.