M1 Maths – Fun and Games
Last One Standing

Aim

This is a quick class game that rehearses recollection of facts and mental arithmetic skills.

It can provide a useful break and leg stretch when students are sitting working on something for a long period.

Procedure

Ask the class to stand. If you are happy for some to continue with other work, give them the option of standing to show they are in the game or staying seated to show that they are not.

Ask a question which requires either recollection or mental reasoning or calculation. Give them enough time for most to get an answer. Then name a standing student at random. If they give the correct answer straight away, they stay standing and aren't asked another question for a while. If they get it wrong, they sit down and are out, then ask the same question to another student, and so on until someone gets it.

Keep doing this until there are four or less standing. The next question is a race. Ask it, then the first to call out the correct answer is the winner. If anyone calls out the wrong answer, they are out and sit down, and it is then between the others on the same question.

Tips

If you want to keep the students who have sat down engaged, then you can introduce a rule that, if a question is answered wrongly or not answered by two students, then those sitting down can raise a hand. Pick one at random; if they get it right, they can stand up again and are back in the game.

You might have a small prize (like a fantale) for the winner, though this requires knowledge of allergies etc. Students are generally suitably motivated without a prize.