Games to play with the REKENREK

Make My Way

Materials: 1 arithmetic rack for each player and for the leader
Number of players: 3 - 6

Directions:
1. Leader (at first, the teacher) secretly makes a number on the arithmetic rack.
   (ex.: makes 6 by pulling over 5 beads on the top and 1 bead on the bottom)
2. Leader asks players to make the same number. ("Make 6 on your rack.")
3. Leader checks to see if any of the players made the number the same way she did.

After a few rounds, students can take a turn being the leader.

Arithmetic Rack Bingo

Materials:
Bingo board for each player
Arithmetic Rack for the Caller

Number of players:
3 to whole class

Directions:

Designate who will be the caller (teacher or a student). Decide which game to play (standard patterns or non-standard patterns). Caller fills out Caller's Card, planning which configurations will be used during the game.

All other players fill in a blank bingo board with the numbers from **1 to 10** or **11 to 20** (each number will be on the board twice, a few numbers will be on the board three times). Numbers should appear on the board in random order, not sequentially.

Caller decides which number to build first, conceals the arithmetic rack and builds the chosen number on the arithmetic rack. At this point the caller can…
…display the rack for players to view. (easier)
…flash the rack for 3-5 seconds. (more challenging)

Players determine the number of beads on the rack and cross out the corresponding number on their bingo card. (Caller uncovers the rack if the beads were flashed so players can verify their answer.) Caller may ask one student to explain how they knew the number.

Play continues until one player gets the predetermined winning configuration.
Options include:
- five in a row (5)
- all the outside boxes (12)
- all the inside boxes (8)
- a "t" pattern (8)

an "x" pattern (4)