Setup

1. Print one copy of this instruction pdf set.
2. Print out one copy per player of the "Problems" pdf set.
3. Print one version of the "Answers" pdf set.
4. Stack the "Problems" and "Answers" sheets in order with Problem 1 on top.
5. Provide pencils and spare paper for players in case needed.

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BALDERMATH

TEACHING SYSTEMS LAB

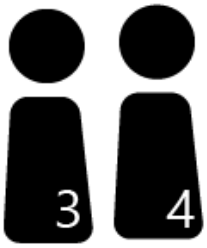
Instructions

Select a **Judge**.

Have the **Judge** leave the room.

The other players are **Students**.

Choose one player to be the **Real Student**.



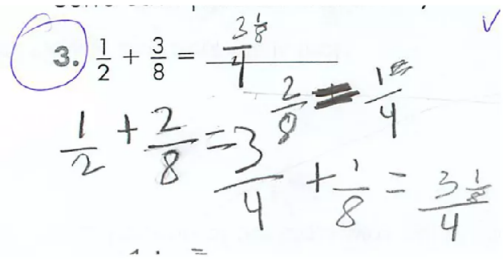
The rest are **Bluffers**.

Everyone (including the **Judge**) are shown a math problem. For example..

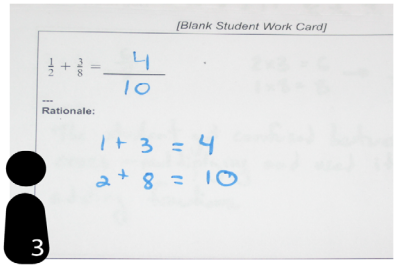
3. $\frac{1}{2} + \frac{3}{8} =$ _____

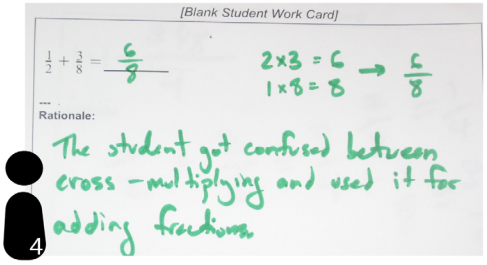
Creating Student Work:

The Real Student copies the mistake.

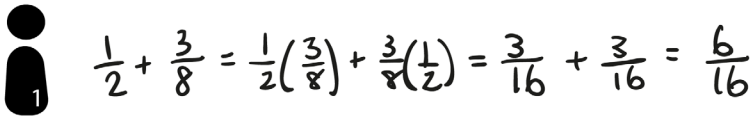


The Bluffers invent their own mistakes.





The Judge anticipates mistakes from the Students.



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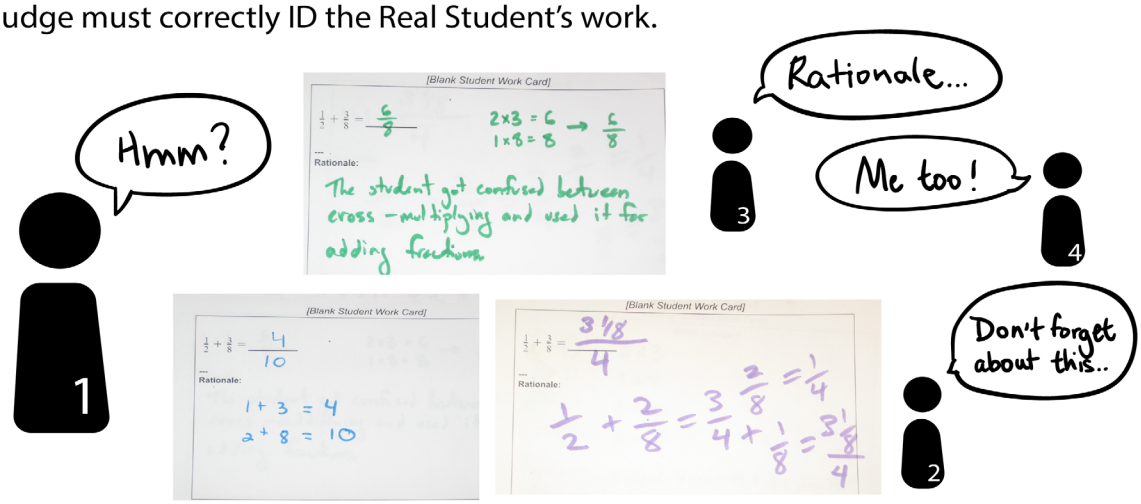
BALDERMATH

TEACHING SYSTEMS LAB

Instructions

Judging:

The Judge is allowed back in the room. All the Students show their work and will verbally explain their rationale behind their work to the Judge.
The Judge must correctly ID the Real Student's work.



If the Judge is fooled by the Bluffer, the Bluffer gets two (2) points.

If the Judge correctly IDs the real student work, the Real Student and Judge get one (1) point each.

AT THE END OF THE ROUND, SWITCH JUDGES AND THE REAL STUDENT AND PLAY AGAIN!

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