

Odds and Evens

Introduction: This activity incorporates math with a double line game. A double line game is called such because action is happening towards two opposing lines simultaneously. It may sound difficult, but it is not, and the children will love it.

Grade Level and Subject: 1st Grade Math and P.E.

TEKS: Math – 5A
P.E. – 3A, 3B, 6A, 6B, 7A, 7B, 7C

Materials: Small pieces of paper with numbers on them, a bag to place the papers in, chalk

Resource: *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen.
ISBN: 0-13-042061-1

Activity: The teacher should designate a playing area on the playground. With chalk, mark two goal lines at opposing ends of the playing area. Also, draw two lines 3-4 feet apart in the middle of the playing area. The teacher should also fill a bag with small pieces of paper on which he or she has placed a number on each slip of paper (the students should be familiar with the numbers).

Before play begins, divide the students evenly into two teams called “Evens” and “Odds.” When the students get to the playing area, they are to line up on the inner lines of the playing area drawn by the teacher. All of the “evens” will line up on one line, and the “odds” will line up on the other line.

The teacher will stand where he or she can be heard by all of the students. The teacher should reach into the bag with the numbered papers in it and draw out one number, calling it out to the students. If the number is odd, the odd team members will run back to their goal line behind them while the even team members chase them. If the number called is even, the even team members will race back to their goal line while the odd team members chase them. Any team member is safe if they have crossed their goal line without being tagged. After each race to the goal line, the students are to return to the inner lines to continue playing the activity. Any child tagged by an opposing team member will become part of the other team. The game will continue until all of one team has been tagged.

If they are available, the teacher may use large dice to call the numbers. If there are two dice, students have to add or subtract the numbers before they determine if the answer is even or odd.

If time is a factor, the teacher might want to place a time limit on the activity. Once the time limit has been reached, the team with the most players wins the game.

Evaluation: By monitoring closely, the teacher will determine which students need more instruction with the concept of odd and even numbers.



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