TOUCHDOWN

0 10 20 30 40 50

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Integer Football:
Positive Penguins vs. Negative Newts
Grade 7
OTIMMS Ardmore 2007

PASS Standards 2-1A, 2-3A

Materials: 1 deck of playing cards (jokers included), 1 playing field (printable), 1 football (printable), 1 pair of yard-down markers (printable), 3 toothpicks

Rules/Procedures:

1. For the starting possession, the highest card value drawn wins. Ace is the high card, joker is redraw. Offense begins on the 20-yard line.

2. To begin play, offense draws a card and defense draws a card. The offensive player adds the two cards together. Red cards are negative and black cards are positive. Joker is an automatic touchdown. If a face card is drawn, the player draws again the sign of the following card is reversed. If two face cards are drawn, the sign of the next card is changed twice and so on.

3. Offense has four downs (turns) to advance the football ten (10) yards toward his/her goal line.

4. On the fourth down, the offense has the option to punt or attempt a first down (to reach the tenth yard). If the offense chooses to punt, a card is drawn and the absolute value of the card is tripled. If the card drawn is a face card, draw again and double the absolute value of the card.

5. When a player crosses the goal line, s/he scores six (6) points.

6. For the extra point kick, the ball is set up on the 10-yard line. Both players draw one card. If offense's card is higher, the kick is good and one (1) point is awarded. If the defense's card value is larger, or if the value of the two cards is equal, the kick is blocked and no extra point is earned.

7. After each extra point kick, players change possession and begin at the 20-yard line.

8. Game ends when time is called by the teacher.

attach toothpicks
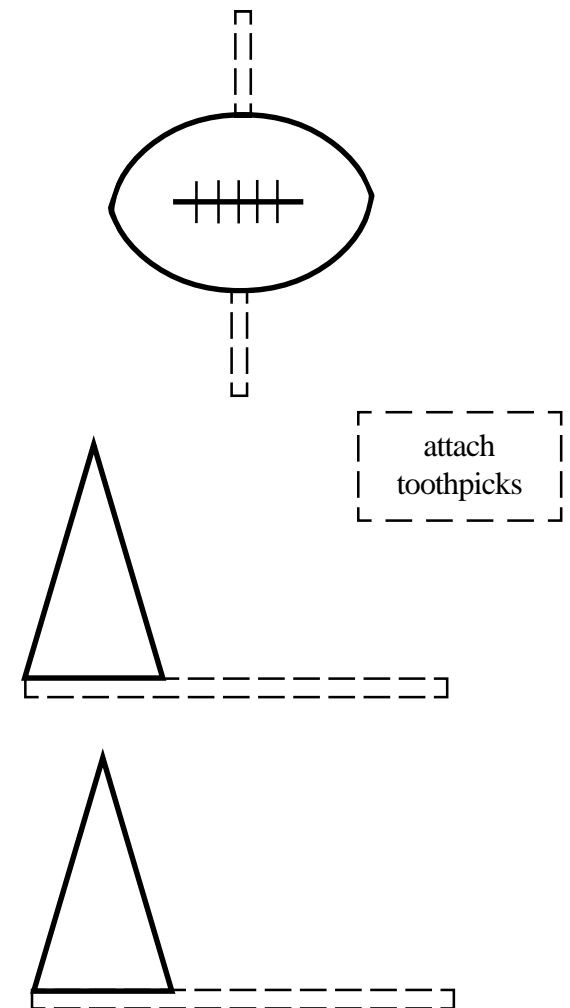
Red Cards = Negative (-)
Black Cards = Positive (+)
Face Cards = Change the sign of
the following card
Joker = Automatic touchdown

Student Reflection Questions:

1. How did integers affect your play?

2. What patterns did you notice when you drew a face card?

3. How many math concepts can you name from the game?

4. How would you change the rules to incorporate other math concepts into the game?