

## Math for Essentials

At the beginning of the math portion, I like to teach or review basic math principles. This usually only takes about 3 minutes.

PLAN for first semester:

Week 1: How to play N2K and the 0 exponent

Week 2: Using 0 exponent as a +/- (Building patterns)

Week 3: Squares

Week 4: Cubes

Week 5: Order of operations

Week 6: Use a 10 sided- die

Week 7: Change up the board

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### **Week 1: Basics of National Number Knockout**

What you'll need:

- Board with 36 numbers
- 3 dice
- Must use all 3 numbers
- Can only use the number once
- Can't use a rolled number as an exponent
- If two "ones" are rolled, one "one" must be re-rolled

THIS WEEK: We are going to work together to learn the game and only use +, - first.... then add multiplication and division for students who are able. More experienced students can work on their own to clear their board if they wish, using all available math operators.

### **Week 2: Using 0 exponent as a +/- (Building patterns)**

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Last week, we learned that any number (often represented by an “n” in math) raised to the 0th power always equals 1.

$$n^0 = 1$$

We can use this to help form patterns - specifically, for each number you can calculate with 2 of the rolled numbers, you can use the 0 exponent to calculate the number before and after.

If you roll a 2,3, and 6, you can take two of those numbers:

$2 + 3 = 5$  --- now you can use the 0 exponent to find:

$$2 + 3 = 5 + 6^0 = 5 + 1 = 6$$

$$2 + 3 = 5 \times 6^0 = 5 \times 1 = 5$$

$$2 + 3 = 5 - 6^0 = 5 - 1 = 4$$

**By using this pattern, we have  
knocked out 4, 5, and 6 quickly!**

You can have the students try it on their own with  $2 + 6$  and  $3 + 6$ .

### Week 3: Squares

Any number to the power of two - or “squared” - is the same as multiplying it by itself:

$$n^2 = n \times n$$

After rolling the dice for the game, demonstrate how to find the square for each number. Or ask 3 students who would like to try to calculate a square at the board- one student for each of the three numbers rolled.

They can combine this info with the tip from last week. Using the 0 exponent, they can calculate the two numbers before and after the square.

If you roll a 2,3, and 6, you can square one of those numbers:

$$2^2 = 4 \text{ --- now you can use the 0 exponent to find:}$$

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$$2^2 = 4 + 3^0 + 6^0 = 4 + 1 + 1 = \mathbf{6}$$

$$2^2 = 4 + 3^0 \times 6^0 = 4 + 1 \times 1 = \mathbf{5}$$

$$2^2 = 4 \times 3^0 \times 6^0 = 4 \times 1 \times 1 = \mathbf{4}$$

$$2^2 = 4 - 3^0 \times 6^0 = 4 - 1 \times 1 = \mathbf{3}$$

$$2^2 = 4 - 3^0 - 6^0 = 4 - 1 - 1 = \mathbf{2}$$

And you can repeat the same pattern for  $3^2$  and  $6^2$ .

### Week 4: Cubes

Any number to the power of three - or “cubed” - is the same as multiplying it by itself twice:

$$n^3 = n \times n \times n$$

After rolling the dice for the game, demonstrate how to find the cube for each number. Or ask 3 students who would like to try to calculate a cube at the board- one student for each of the three numbers rolled.

They can use the pattern from last week. Using the 0 exponent, they can calculate the two numbers before and after the cube.

If you roll a 2,3, and 6, you can square one of those numbers:

$2^3 = 8$  -- now you can use the 0 exponent to find:

$$2^3 = 8 + 3^0 + 6^0 = 8 + 1 + 1 = \mathbf{10}$$

$$2^3 = 8 + 3^0 \times 6^0 = 8 + 1 \times 1 = \mathbf{9}$$

$$2^3 = 8 \times 3^0 \times 6^0 = 8 \times 1 \times 1 = \mathbf{8}$$

$$2^3 = 8 - 3^0 \times 6^0 = 8 - 1 \times 1 = \mathbf{7}$$

$$2^3 = 8 - 3^0 - 6^0 = 8 - 1 - 1 = \mathbf{6}$$

And you can repeat the same pattern for  $3^3$  and  $6^3$ .

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### Week 5: Order of operations

What does “order of operations” mean? When you hear “operation,” you may be thinking of what a surgeon does to his/her patients. In math, an operation is a calculation done on numbers.

Hospital: An **operation** is something performed on a patient.

Math: An **operation** is something performed on a number -specifically,  $+$ ,  $-$ ,  $\times$ ,  $\div$ , or  $^$

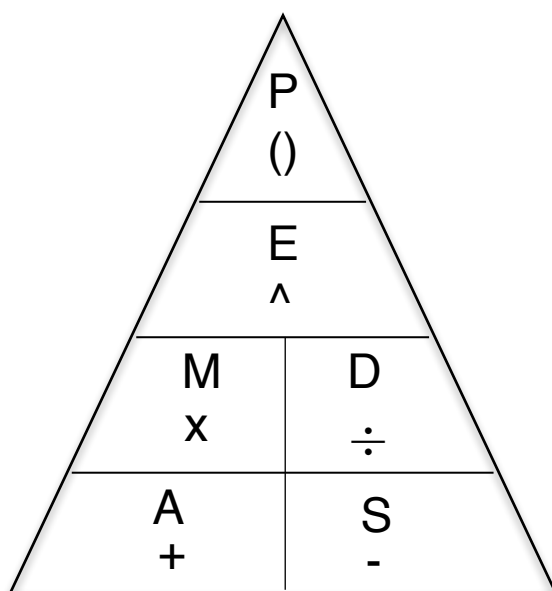
- that is, add, subtract, multiply, divide, or raise to a power (exponent)

The “order of operations” is the order in which we perform math within an expression or an equation.

When I was in school, we were taught the the mnemonic device, “Please Excuse My Dear Aunt Sally.”

P = Please	=	Parentheses
E = Excuse	=	Exponents
M = My	=	Multiplication
D = Dear	=	Division
A = Aunt	=	Addition
S = Sally	=	Subtraction

One thing to remember is that M & D are done at the same time from left to right, and A & S are done at the same time from left to right. This can be represented with this visual:



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You may want to walk through a few examples:

$$5 \times (3 + 2) = ?$$

If we don't pay attention to the proper order of operations, we could get:

$$5 \times (3 + 2) = 15 + 2 = 17 = \text{WRONG!}$$

We have to do P (parenthesis) first:

$$5 \times (3 + 2) = 5 \times (7) = 35$$

Week 6: Use a 10 sided- die

Challenge the kids with larger numbers to work with!

Week 7: Change up the board

Print some "bigger number" boards [here](#) and [here](#).