

## It's Okay to be Odd – K-3

**OBJECTIVE:** Students will practice and reinforce number recognition, number comparisons, and be able to recognize the differences between odd and even numbers through the non-stop, moving game of It's Okay to be Odd!

**EQUIPMENT:** (Needs are based on a class of 60 students)

- ✦ Hula Hoops (20-30 or 10-15 hoops on each side of the gym or play area)
- ✦ Three additional hula hoops (1 hoop per team and 1 hoop for the Coach)
- ✦ Foam dice (20-30 dice or one die per hoop)
- ✦ Jumbo craft sticks or tongue depressor sticks (300)
- ✦ Optional: traffic cones (6-8 to divide the gym or play area in half)
- ✦ Optional: dry erase or chalk board to help students visualize and learn odd and even numbers

**PROCEDURE:** Before classes arrive, randomly place half of the hoops on one side of the gym and half

of the hoops on the opposite side of the gym with one die inside each hoop. Next, place one hula hoop on the ground on each end of the gym along with a third hoop (Coach's hoop) in the center of the gym. Place 100 sticks inside each of these three hoops (see diagram for setup). Optional: place 6-8 traffic cones on the midline to divide the gym or play area in half. The object of the game is to beat the Coach by having more sticks inside each team's hoop.

To Begin: Divide the class into two teams and send each team to opposite sides of the gym to sit down and await further instructions. Optional: before beginning the game, use the dry erase or chalk board to display and discuss all of the odd and even numbers on a die (See Figure 1). Draw these pictures on the board and ask the students or explain to the students what number each die depicts and if it is odd or even and why.

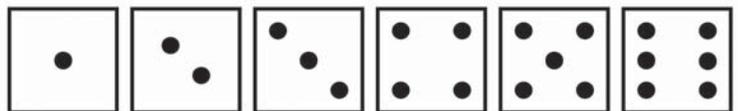


FIGURE 1

## Double the Physical + Double the Education = Double the Fun

On the signal “go,” all players, while remaining on their team’s side, will go to any of the available hoops on their team’s side to roll the die that is located inside of each hoop. *Note: some players may have to wait a few seconds if all hoops are occupied.* All players who roll a 1, 3, or 5 (odd numbers) must perform one push up (or exercise of teacher’s choosing) before going to **earn** one stick from the Coach’s Circle. For example, Player A rolls a three, immediately does one push up, and goes to the Coach’s Circle to take one stick to be carried and placed inside her team’s hula hoop. *Note: make sure to leave the die inside each hoop.* All players who roll a 2, 4, or 6 (even numbers) **lose** one stick from their team’s hoop. For example, Player B rolls a four and immediately goes and takes one stick from his team’s hoop to be carried and placed inside the Coach’s Circle located in the center of the gym. Teams will continue the process of rolling dice to earn sticks from the Coach’s Circle or lose sticks from their team’s hoop during each round (See Figure 2). The teacher will stop the game and determine if the Coach has more sticks than the teams or vice versa. The team/Coach with the most sticks will be declared the “It’s Okay to be Odd Champions.” *Note: establishing a time limit is typically unnecessary because the “Coach’s Circle” almost always runs out of sticks first, therefore causing the students to be declared the winners....hint, hint.* Perform a 10-second count down while quickly re-



**FIGURE 2: EARNING STICKS OR DROPPING OFF STICKS AT COACH’S CIRCLE**

turning “approximately” 100 sticks to each of the 3 areas (two hoops, and Coach’s Circle) before starting the next round.

### Rules and Safety:

1. All players who roll a 1, 3, or 5 must perform one push up before going to **earn** one stick from the Coach’s Circle to be carried and placed inside a team’s hula hoop.
2. All players who roll a 2, 4, or 6 **lose** one stick from their team’s hoop to be carried and placed inside the Coach’s Circle located in the center of the gym.
3. Players must clearly drop their die ONE time and may not touch or alter the number in anyway once it is rolled. The roll still counts if it goes out of the hoop.
4. All sticks earned or lost may not be kept. They must be placed in the Coach’s Circle or in the team hoop.
5. The opposing team will be awarded an automatic win if any player is caught cheating.

### Variations:

1. Add two dice to each hula hoop and instruct 2<sup>nd</sup> – 3<sup>rd</sup> graders to create a math sentence with the numbers rolled inside their hoop to determine if the combined numbers are odd or even. For example, “an odd number of 3 plus another odd number of 3 equals an even number of 6.” Therefore, that student would lose a stick to the Coach’s Circle for getting an even number.
2. Instruct students to perform the number of exercises (whether odd or even) based on the number that is rolled. For example, Player A must perform five push ups if he rolls a five before earning a stick from the Coach’s Circle.

PE<sup>2</sup>

Diagram: It's Okay to be Odd

