

Celebrity Head - Maths Warm-up Game

Mathematical Focus

- Place Value: ordering numbers
- Approximation and reasoning

Age Range

- F-6

Introduction

Students love mystery games and this adaptation of Celebrity Head is a fun and humorous way for students to explore place value concepts and 'see' mathematical reasoning.

Materials

- Whiteboard, whiteboard marker and 2 chairs

Organisation

- Allow two students to volunteer to sit on the chairs in front of the class with their backs to the whiteboard. It's a good idea to begin this game with three of your more confident mathematicians.
- Write three different numbers above each of the three students. The idea being that the audience can see the numbers but our "celebrities" cannot.

Objective: Be the first player to work out what their number is.

Instructions

1. Players take it in turns to ask the audience a question with a yes or no answer about the number above their head.

Variations

- You might agree on a range of numbers e.g. between 20 and 70, especially with younger students or when you are first starting out.
- Play the game with three students.
- Give each student some options that they can use at any time to help them:
 - “Phone a Friend” might allow one student to give them a clue.
 - “Number Flip” reveals one of the digits in the number.
- Play the game as a 20 questions/hangman style where the teacher has a secret number and the students ask yes/no questions to work out what it is.