**Title:**

Factor Racing

**Topic:**

Factors

**Grade Level:**

Fourth Grade

**SOL’s Addressed:**

SOL 4.5a The student will determine factors.

**Time Frame:**

Fifteen minutes

**Student Learning Objectives:**

Students will work on identifying factors for given numbers.

**Strategies/Activities:**

Split the students into teams. Each team will have index cards with a number on it such as 9, 12, 15, 16, or 18. (Any of the products for the first twelve fact families) The factors to reach that number will be written on another index card (8 x 2). The index cards listing the factors will be spread out on one side of the gym floor. Students will race one another to pick up as many factors for their number as they can. The team who finds the most factors wins the race. So, it might be okay to pick up only set of factors or each person might want to pick up more than one set of factors.

**Content Academy Sessions/Sources:**

Math Games/ Jackie Gulino

I really like the idea of playing games to work on fluency. I haven’t seen this particular game anywhere but my students have trouble distinguishing between factors and multiples. I’m hoping by writing the factors the way I am helps them distinguish between the two of them. This is a great way to get some movement in at the time of year we tend to lose recess.

**Assessment of Student Learning:**

I will check the factors each student picked for their number as they return with them since they do not count if they are incorrect. I can also have the teams check one another.