## FOREHEAD FUN

## Purpose

- To use the balance model for solving equations with an unknown.
- To reinforce fundamental operation skills using mental math.

Division - Primary, Junior

## Equipment

- Several decks of playing cards (numbered cards only)
- Tape


## Set-up

- Divide students into groups of three.
- Provide each group with a pile of playing cards.


## Activity

- Select one student per group to be the "mathematician". The other two students are the "solvers".
- Call out a physical activity movement to be performed for that round.
- Each student selects a card and tapes/holds it to their forehead (without looking at their own card).
- The mathematician announces the sum or product of the two cards.
- Working together, solvers must look at each other's card and figure out what card is on their forehead (e.g., "If the sum is 15 and I see an 8, my card must be 7.").
- Students perform the physical activity movement (the number of repetitions should equal the number on their card).
- Ask students to switch roles, announce a new physical activity, and restart a new round.


## Modifications

- To make the activity more challenging, students can play in groups of four or five.
- For students requiring support with mental math skills, intentionally select cards to put in their pile to reinforce specific facts.


## Questions for Student Understanding

-What strategy did you use to solve for your number?

- How might you use inverse operations to help you figure out your number?
- Whose role is the easiest in the activity? Why?

