

Baseball

A twist on the American past time with the steps involved in solving systems of linear equations.

For the Teacher:

- Split students into teams, your choice of number and size.
- Draw a simple baseball diamond on the board for each team.
- Present problems and the breakdown of run values for each step in the problem
- Allow students to solve problems in a time limit, writing each step clearly on a separate white board or piece of paper.
- Check answers by having the teams hold up each step. Move teams around the bases according to their success.



For the Students:

- You will be split into teams, and your team will have its own baseball diamond on the board.
- Each pitch is a problem involving a system of linear equations – it may be a word problem!
- For each pitch, instructions will appear describing how to score.
- Write each step on its own whiteboard or piece of paper that your teacher can read clearly when you hold it up.
- Your teacher is the umpire, and her decisions are final.



Math Problems:

- ☐ Use practice problems from a textbook or homework packet.
- ☐ Use problems from an old version of a test or quiz.
- ☐ Find problems online, such as in Dan Meyer's Algebra curriculum on his blog (algebra.mrmeyer.com).

Pros and Cons:

○ Pros:

- Fun game as it resembles baseball.
- Easy set up, as long as problems follow the same score instructions (see the example).
- Results change as different teams score differently on each question.

○ Cons:

- The process of checking answers can be complicated.

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