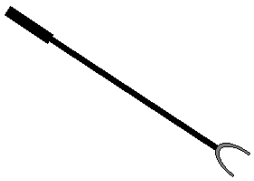
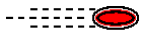


Metric Shuffle



Overview: the purpose of this activity is to practice the steps necessary to convert units within the metric system, and to have fun while doing it.

Materials:

- an area 25 floor tiles long by 3 floor tiles wide
- 2 cues
- 6 disks (3 black and 3 red)
- 1 set of laminated numbers
- score sheets with problem sets for each round
- writing utensil

Procedures:

Pre-game

1. Organize student teams.
2. Complete the problem set for the first round with your team.
3. Compare first round answers with the opposing team to determine how many conversions your team got correct. A teacher should be requested if an agreement cannot be reached.
4. Fill in the "Conversion - Points Earned" column with **one point** for each correct conversion. The more problems you get correct, the more discs earned for the game:

   0-1 correct = 0 discs
   2-3 correct = 1 disc
   4-5 correct = 2 discs
   6 correct = 3 discs

5. After figuring out how many discs your team earned, decide color (black or red) with opposing team and obtain the appropriate number of discs from the teacher.
6. Each person should take one practice "push" by placing the disc **behind the foul line**. They should then use the cue to "push" the disc toward the deadline.

Game Time

7. One member of each team should try to "push" the disc toward the deadline. The individual who "pushes" the disc closest to the deadline, without touching it or going over, selects which team goes first.
8. Create the number lane to match the correct answer for problem #1. Starting at the deadline, place the laminated numbers on the floor, skipping one tile between numbers. For example, if the first problem was to convert 7,318 meters to centimeters, the numbers 7 3 1 8 would be aligned in the number lane.
9. One at a time, players start the disk behind the foul line and use the cue to "push" it to the correct decimal location. Since a conversion in the example would result in a value of 73.18 centimeters, the teams would try to "push" the disc to the location between the three and one.

-Points and Penalties-

a. The team that gets the disc closest to the actual position of the decimal point will earn **3 points in the "Shuffle – Points Earned" column.**

b. If any disc goes completely outside of the shuffle court, the disc does not count and it's **-2 in the "Penalty – Points Deducted" column**

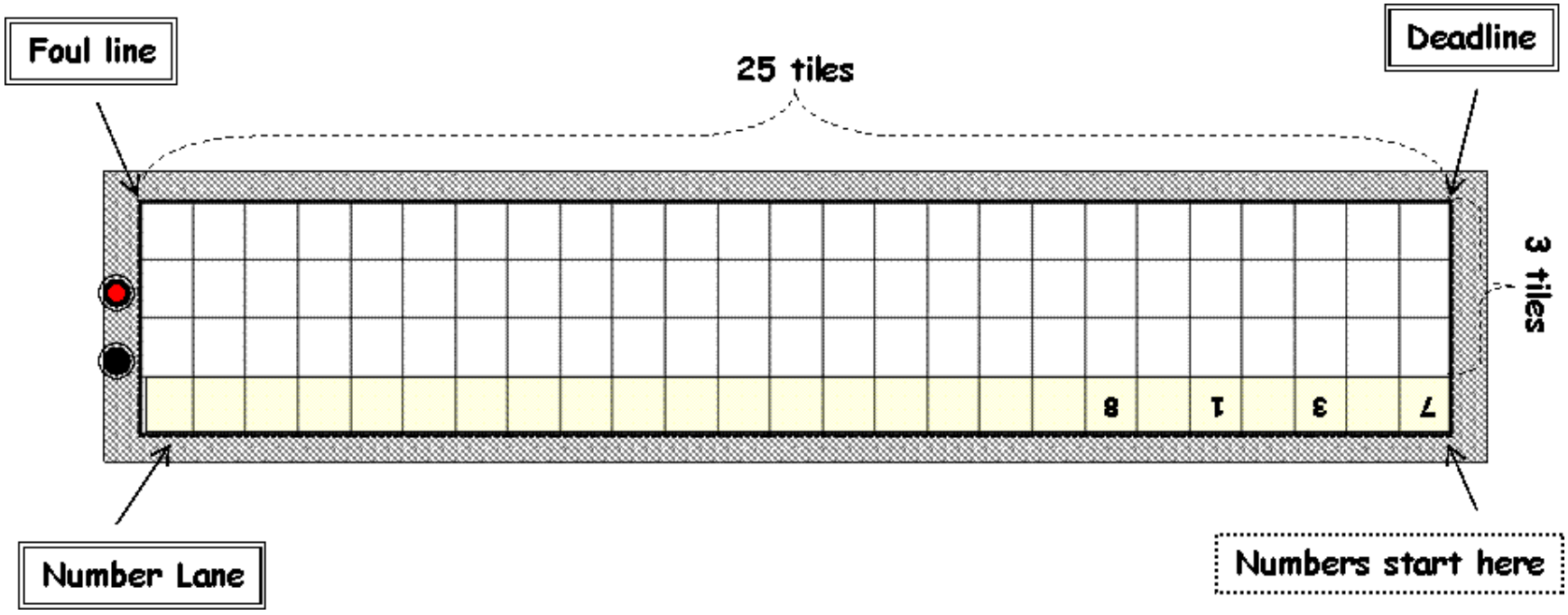
c. It is acceptable to "bump" a competitor's disc out of the way; however, if the interaction with them causes your disc to move outside of the shuffle court, the disc does not count, your team loses any remaining "pushes", and it's **-2 in the "Penalty – Points Deducted" column**

d. If the laminated numbers are hit with the disc and they get rearranged or disrupted, your team loses any remaining "pushes" and it's **-4 in the "Penalty – Points Deducted" column**

e. Any team that interferes with the opposing team's "push" will be disqualified from the round.

10. Steps eight and nine should be repeated for the remaining problems (2-6).
11. Determine the total number of points earned from the round. The total number of points should take into account Conversion Points, Shuffle Points, and Penalty Deductions. Competitors should agree on the number of points earned/lost by each team.

Metric Shuffle Court



Your Team:	vs.	Competitor:	**Metric Shuffle**
Members:		Members:	– Round 1 Score Sheet –

Problems				Scoring Categories			
	Starting Value	=	Converted Value		Conversion *(Points Earned)*	Shuffle *(Points Earned)*	Penalty *(Points Deducted)*
1.							
2.							
3.							
4.							
5.							
6.							
Total number of discs earned *(1 disk per every two correct conversions)*				Category Points			–
				Total Points	Conversion + Shuffle – Penalty		

Your Team:	vs.	Competitor:	**Metric Shuffle**
Members:		Members:	– Sectional Semi-Finals –

Problems				Scoring Categories			
	Starting Value	=	Converted Value		Conversion *(Points Earned)*	Shuffle *(Points Earned)*	Penalty *(Points Deducted)*
1.							
2.							
3.							
4.							
5.							
6.							
Total number of discs earned *(1 disk per every two correct conversions)*				Category Points			–
				Total Points	Conversion + Shuffle – Penalty		

Your Team:	vs.	Competitor:	**Metric Shuffle**
Members:		Members:	– Sectional Finals Score Sheet –

Problems				Scoring Categories			
	Starting Value	=	Converted Value		Conversion *(Points Earned)*	Shuffle *(Points Earned)*	Penalty *(Points Deducted)*
1.							
2.							
3.							
4.							
5.							
6.							
Total number of discs earned *(1 disk per every two correct conversions)*				Category Points			–
				Total Points	Conversion + Shuffle – Penalty		