**Duck, Duck, Goose…Dog?**

**Who?**

 All grades

**What?**

 This activity to help students with math fact fluency (especially multiplication and division)..

**How?**

 The materials needed for this activity are flash cards of specific math facts (addition, subtraction, multiplication, and/or division) and a way to choose students randomly (I use popsicle sticks with their names in a can). Prepare ahead of time that answers to the specific flash cards randomly and scattered on the Whiteboard.

 Seat the class in a half circle on the floor a short distance away from the Whiteboard. The rules are the same as “Duck, Duck, Goose” with a little twist. I begin using the familiar rules to just “Duck, Duck, Goose” in which I show a flashcard with a math fact and repeat it outloud two times. Give the students “think time” for about 3-5 seconds and then choose a name from the can. That student must run to the board and circle the answer to the problem. Within about 3 seconds of calling the first students name, call the “Goose” or second students name. If the first student circles the correct answer, they must run (walk quickly, ha, ha) around the circle back to their sitting place before the “Goose” tags them. If they make it back, they get a point. If the “Goose” tags the “Duck” before he/she is seated, the “Goose” receives a point.

 Once the game is established, thow in the “Dog”! Oftentimes, in the rush of the game, an incorrect answer is circled. In that case, anyone can jump up and circle the correct answer and take both points…thus, the “Dog”.

**Adaptation:**

This game can also be used to help students study for upcoming tests in other subject areas.