

How to Play BAG IT

Goal: To support student understanding of hierarchical inclusion.

Materials: Playing cards from 0-10 (multiple decks);
Paper bags labeled from 0 to 10.

Playing Bag It Whole Class

- Choose 2 students to take a turn.
- Each student chooses 1 card from a deck of number cards.
- The person with the greatest number card says, "My number is greater." Then that student takes BOTH cards, and places the cards in the appropriate bag.
- Choose 2 more students to take turns.

EXAMPLE:

For example, Toni and Dawn are playing. Here are their cards:

6

Toni's card

10

Dawn's card

Dawn says, "My number is greater," and places both cards in the bag labeled '10'.

Play this game for **several days** until many cards are in the number bags. Each number bag should have the all of the numbers that are less than or equal to it in its bag. After playing this game for several days, students may begin to predict which cards are in which bags.

Student Assessment:

- Distribute a double-sided recording sheet to a group of students (at a table).
- Give the table one bag.
- The students
 - First predict which cards they think are in the bag
 - Then open the bag to see which predictions were true

Variations of this game:

- If students are at a more advanced level, you might consider choosing 3 students at one time to compare numbers.
- If after the assessment you notice that some students are struggling, you can play this game as a small group with envelopes and call it "Stuff It." You could even limit the cards to 0-5 depending on student level.

Bag It!

Circle the bag you will think about.



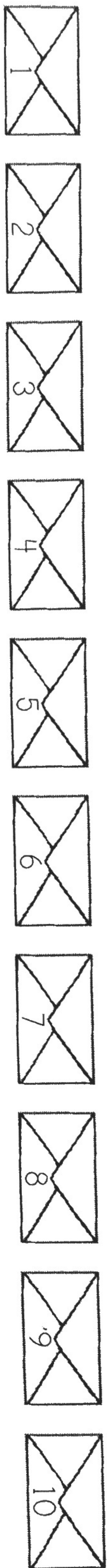
I predict that I will find...

In the bag we found...

Name _____

Stuff It

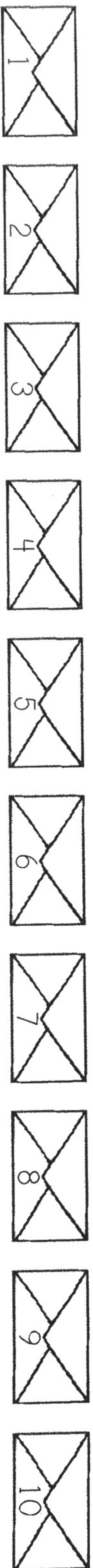
Circle the envelope you will think about.



I predict that I will find these number cards:

In the envelope we found:

Circle the envelope you will think about.



I predict that I will find these number cards:

In the envelope we found: