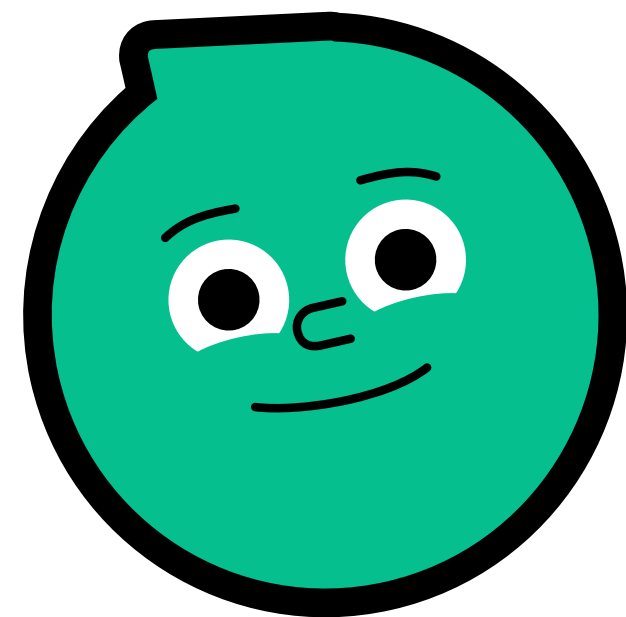


# Math and Video Games!

Elementary School – Cycle 1



Scaffolded  
Problem

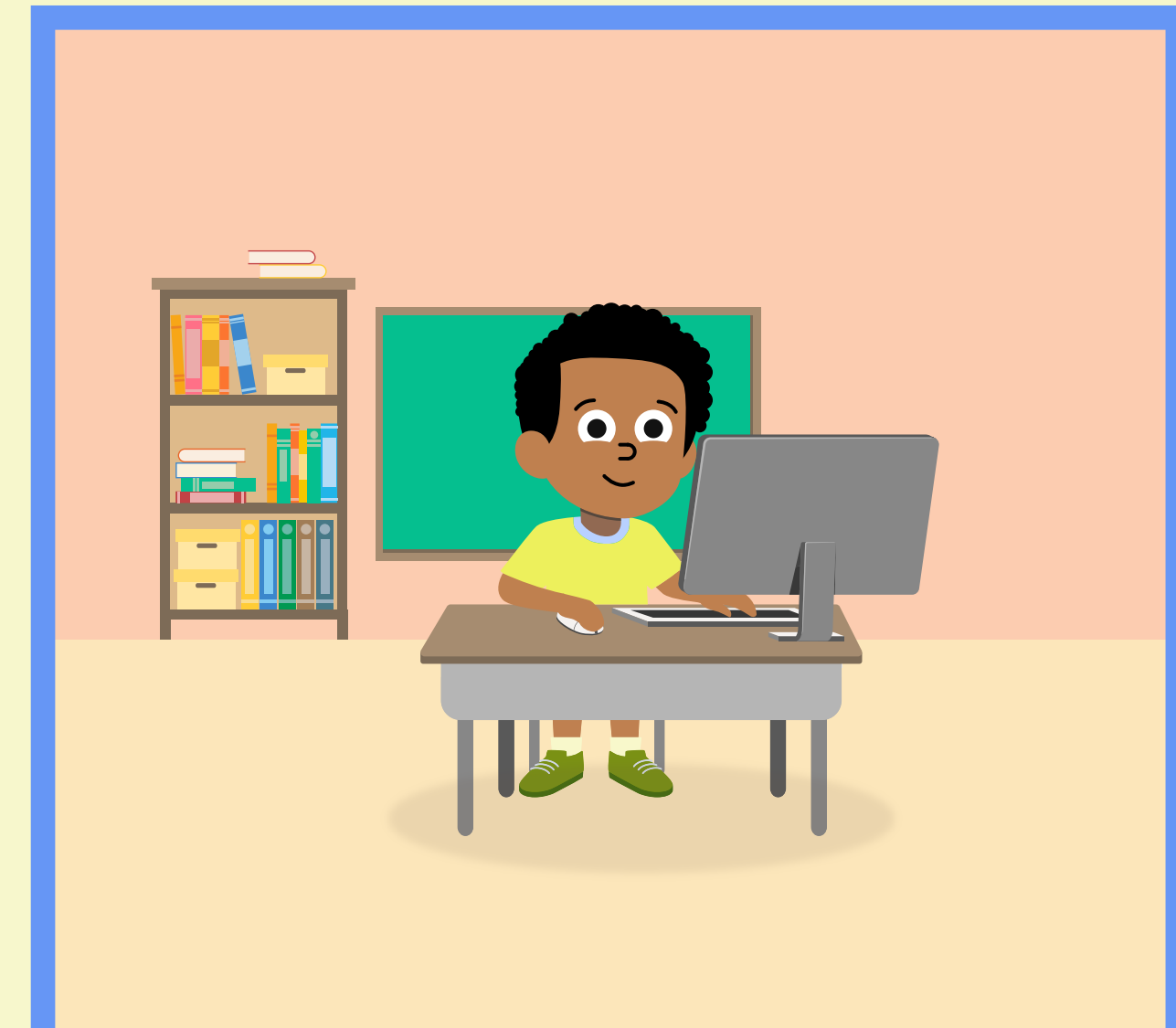
# Scenario

To celebrate the end of the year, some friends from your class want to play video games in the computer corner.

Your teacher, Mr. Henri, wants your help to organize everything.

He wants to know how much it will cost to rent computers and video games for the day.

→ *What information do you need to solve the problem?*



# The Number of Friends in the Class Who Want to Play Video Games



- Six (6) friends from your class want to play video games.
- They will each need to have a computer.

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- They will each need to have a computer.

# The Rental Cost of a Computer



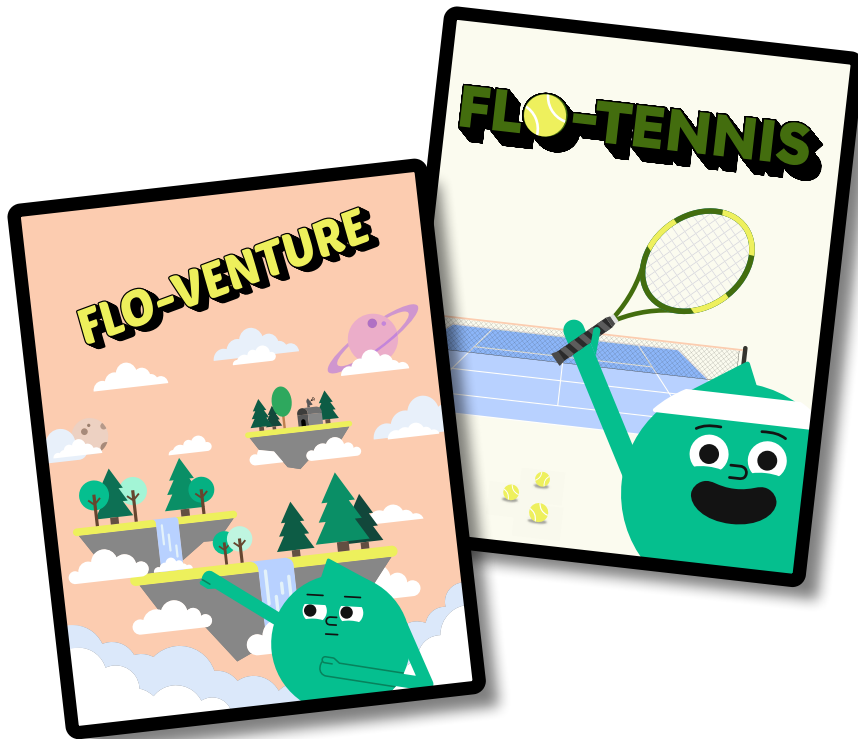
- Renting 1 computer for the day costs \$10.

# The Rental Cost of a Computer



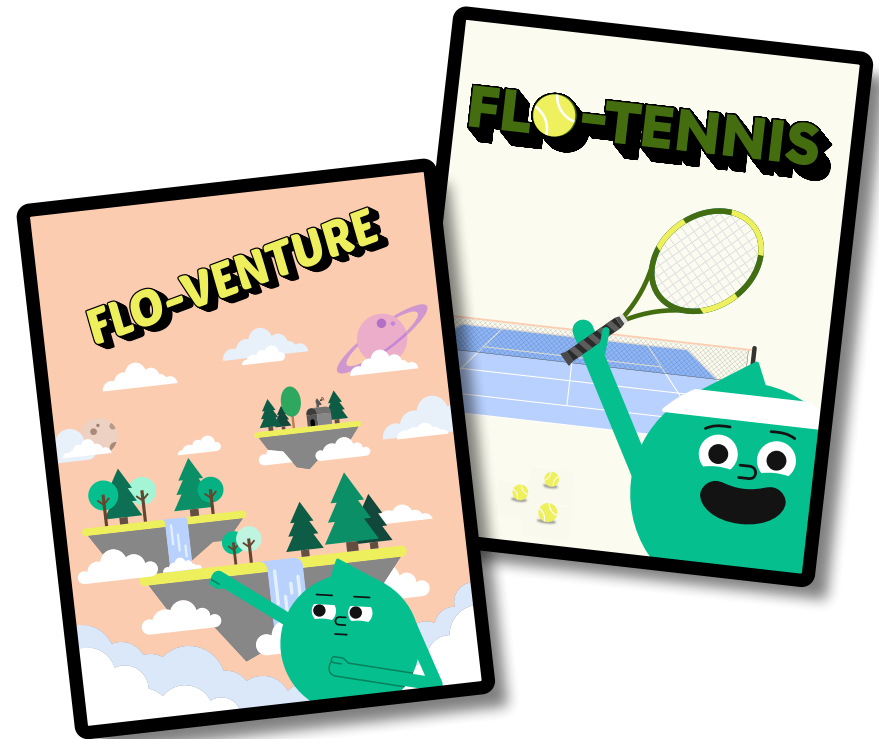
- Renting 1 computer for the day costs \$10.

## The Video Games Available



- There must be 10 different games available to students during the day.
- Four (4) of these games will be adventure themed.
- The other games will be about sports.

## The Video Games Available



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# The Rental Cost of the Video Games



- Here's what Mr. Henri has to pay to rent 1 adventure-themed video game.

# The Rental Cost of the Video Games



- Here's what Mr. Henri has to pay to rent 1 adventure-themed video game.

# The Rental Cost of the Video Games



- Here's what Mr. Henri has to pay to rent 1 sports-themed video game.

# The Rental Cost of the Video Games

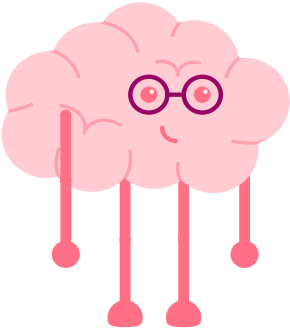
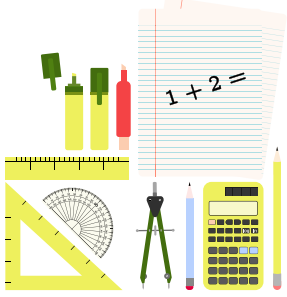



- Here's what Mr. Henri has to pay to rent 1 sports-themed video game.

# Observation Rubric

Student's name: \_\_\_\_\_

Date : \_\_\_\_\_

Mathematical Criteria	Observable Elements	Teacher's Comments
<p><b>understanding of the scaffolded problem</b></p> 	<ul style="list-style-type: none"><li><input type="checkbox"/> The student asks the teacher clear, relevant questions to receive clues.</li><li><input type="checkbox"/> The student takes the constraints of the problem into account.</li><li><input type="checkbox"/> The student adapts flexibly when new constraints are introduced.</li><li><input type="checkbox"/> The student represents the problem using materials and equipment, drawings, or diagrams.</li></ul>	
<p><b>Student's effort</b></p> 	<ul style="list-style-type: none"><li><input type="checkbox"/> The student chooses the right mathematical concepts to solve the scaffolded problem.</li><li><input type="checkbox"/> The student correctly applies the concepts and processes.</li></ul>	
<p><b>Explanation</b></p> 	<ul style="list-style-type: none"><li><input type="checkbox"/> The student explains their choices.</li><li><input type="checkbox"/> The student shows their mathematical work clearly to explain their solution..</li></ul>	