



Prime Time: Translation Match

Lesson 1: What Is a Variable? | Theme: Minnesota State Fair | Engagement: Think-Pair-Share

1 GAME DESCRIPTION

Zero-device, whole-class team competition. Teams collaborate silently on each prompt and submit a unified answer within the time limit.

2 SETUP INSTRUCTIONS

1. Divide the class into 4-6 teams of equal size. Assign team zones.
2. Zero-Device Protocol: All student devices powered down and stowed.
3. Each team has a unified response method (whiteboard, hand signals, or spokesperson).
4. Confirm Readiness Reward (all teams positioned, zero-device) before starting timer.

3 GAME RULES & PBIS BONUSES

1. Responses require full team consensus. No individual shouting.
2. No scores are announced during play. Use Two-Column Tally method.
3. **Velocity Bonus:** Correct within 3 seconds → +2 pts
4. **Readiness Reward:** All teams ready → +1 pt (class-wide)
5. **Streak Multiplier:** 2 correct x1.5 | 3 correct x2 | 4+ correct x3
6. **Digital Cleanup Bonus:** All devices stowed throughout → +1 pt (class-wide)

4 SAMPLE PROBLEMS (5 ROUNDS)

1. Round 1: A letter representing an unspecified number that can change. → Variable
2. Round 2: 5 more than a number n . → $n + 5$

3. Round 3: The product of 3 and the variable y . $\rightarrow 3y$
4. Round 4: A fixed value that does not change. $\rightarrow$ Constant
5. Round 5: The quotient of 10 and a variable m . $\rightarrow 10/m$

5 TWO-COLUMN TALLY SHEET

1. **Column A:** Base pts + Velocity Bonus + class-wide bonuses
2. **Column B:** Track streak $\rightarrow$ calculate multiplier at end or streak break
3. **Final Score = Column A $\times$ Streak Multiplier**
4. Do not announce totals — maintain cognitive focus on math.