THE MOLE

CLASSIFIED

A Math Mystery

GAME

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Thank You!
CASSIDY AND CHLOE -

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GAME OBJECTIVE

- ONE STUDENT WILL BE SELECTED AS THE “CLASSROOM MOLE”
- IN GROUPS YOU MUST:
  - WORK TOGETHER TO SOLVE MATH PROBLEMS
  - MOLE’S GOAL: SLOW YOUR GROUP DOWN AND INTRODUCE ERRORS OR DOUBTS WITHOUT GETTING CAUGHT
  - CLASS GOAL: IDENTIFY THE "MOLE” TRYING TO SABOTAGE PROGRESS

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GAME PLAY

- EACH ROUND CONSISTS OF 2-4 QUESTIONS
- GROUPS MUST CORRECTLY ANSWER ALL QUESTIONS TO COMPLETE A ROUND
- GROUPS ARE REMIXED AFTER EACH ROUND
- STUDENTS EARN AN X IF THEIR GROUP IS LAST TO COMPLETE A ROUND
- AT THE END OF THE GAME, STUDENTS ANONYMOUSLY VOTE FOR WHO THEY SUSPECT TO BE THE MOLE

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GAME PLAY

- **ANY STUDENT WHO EARNS 3 X'S BY THE END OF THE GAME LOSES THEIR RIGHT TO VOTE**

- **STUDENTS MAY SHARE THEIR SUSPICIONS AND/OR DOUBTS AFTER EACH ROUND**

- **STUDENTS MAY NOT SHARE WHO THEY INTEND TO VOTE FOR, COLLUDE WITH CLASSMATES DURING A ROUND, OR PERSUADE A CLASSMATE'S VOTE**

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WINNING THE GAME

- **CLASS WINS IF THEY UNANIMOUSLY IDENTIFY THE MOLE.**
- **MOLE WINS IF NOT UNANIMOUSLY IDENTIFIED.**

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QUESTIONS??

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