

## GENERAL INSTRUCTIONS - CLEVER CATCH BALLS

The **Rocks Clever Catch®** provides an excellent way to learn about the characteristics of rocks. Clever Catch® can be used at school in organized classroom activities and in small or large groups. Clever Catch® can also be used on the playground or at home. 100 facts included. Grades 6+, Ages 11+.

### **BASIC PLAY:**

Basic play for Clever Catch® is simple. Two or more players toss the ball to each other, answering the problem underneath or closest to their left thumb. Each problem is numbered and enclosed in its own space, assuring the child will know which problem to answer. Answers are provided in this insert for independent play by students.

### **PLAYOFFS:**

Pairs of children toss the ball back and forth for one minute answering problems. A scorekeeper tallies which team has the most correct answers in the time limit.

### **BEAT THE CLOCK:**

The entire class plays cooperatively as one team, trying to better its own time and number of correct answers in each game.

Directions:

**1** Choose a timekeeper. You also will need a monitor - teacher or student - to keep track

of correct answers.

**2** Divide the class into two lines of equal length, students facing each other.

**3** At the timekeeper's signal, toss Clever Catch® to the first student. As quickly as possible, this student reads and answers the problem underneath his/her left thumb.

**4** This student then tosses Clever Catch® to the student directly across from him/her in the second line. This student reads and answers the problem under his/her left thumb.

**5** Play continues until all students in both lines have had a turn. When the last student

has answered, the time and correct number of answers are recorded.