

## Clapping Seven

Grade Level: 3

**Objective** By the end of the lesson, children should be able to think quickly, and make number associations mentally. The lesson is very much like play. We can enjoy lessons as though they are games -- we do not learn less because we enjoy ourselves, we usually learn more! Do not worry that children need to be serious to remember rules -- they remember even the most complicated rules when they play. More advanced students can incorporate more advanced mathematics, such as division.

**Teaching method and activities** Game-like learning; group learning.

1. Have the students form a large circle.
2. Ask the students to count off, one number per child: 1,2,3,4,5,6,7,8 ...
3. Stop them after going around twice. Start again after giving this instruction: "If your number has a 7 in it, DO NOT SAY IT. Clap your hands instead." Demonstrate once yourself by saying each number clearly and clapping in place of "7:"  
"1,2,3,4,5,6,clap,8,9,10,11,12,13,14,15,16,clap,18,19,20 ..."
4. Have the children go around two or three times for practice. Then begin the official game: when a child forgets to clap or claps in the wrong place, s/he drops out. The winner is the last person to "survive." The game should be played quickly.
5. The game can be repeated in following days by "clapping fives" or "clapping threes," etc.. Remember! Make sure everyone has a chance to be involved, and if children are young (5-7 years old), do not make the game too long. More advanced:
6. Add a new rule: If your number has a seven in it or divides by seven then CLAP!  
1,2,3,4,5,6,clap,8,9,10,11,12,13,clap,15,16,clap,18,19,20,clap,22,23 ...

**Time** 30-40 minutes

**Materials:** You do not need any specific materials for this lesson.

### SUGGESTIONS/MODIFICATIONS

- The teacher may add to the game by stomping two's or dancing nines. So when you hit a two you stomp your feet and at a nine you do a short dance step.
- You may want to play the game at a fast speed and/or incorporate a rhythm.
- You may invite a student from another classroom or another teacher to witness the game and try and figure out what the object of the game is.

**Source:** The Spark handbook: A guide in Zambia's community schools. Zambia: UNICEF

