

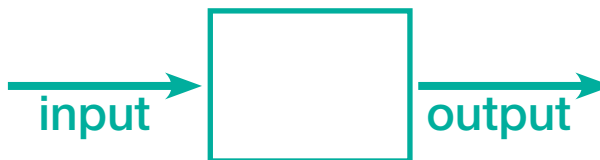
PROFESSOR TRANSFORMER'S MACHINE



Game

Professor Transformer's machine

- 1 Draw a number machine like this one.



- 2 Decide what you want your number machine to do to numbers.

Example $+ 2, \times 4, \div 5, - 7$, etc ...

- 3 Choose an input number between 0 and 50 that will give a whole number output.

Example Jess's group chose $\div 2$.
They chose the input number 8.



- 4 Each group takes turns to say
"If we put _____ into our machine _____ comes out."
What does our machine do to numbers?"

If we put 8 into our machine
4 comes out. What does our
machine do to numbers?

- 5 The group on the left of your group has first guess at what your machine does.
If this group gets it correct it gets 5 points.
- 6 If this group does not get it correct, the next group has a turn.
If this group gets it correct it gets 10 points.
- 7 The winner is the group that has the most points after each group has had three turns.

