

## Grade 3 Unit 6

Lesson 16

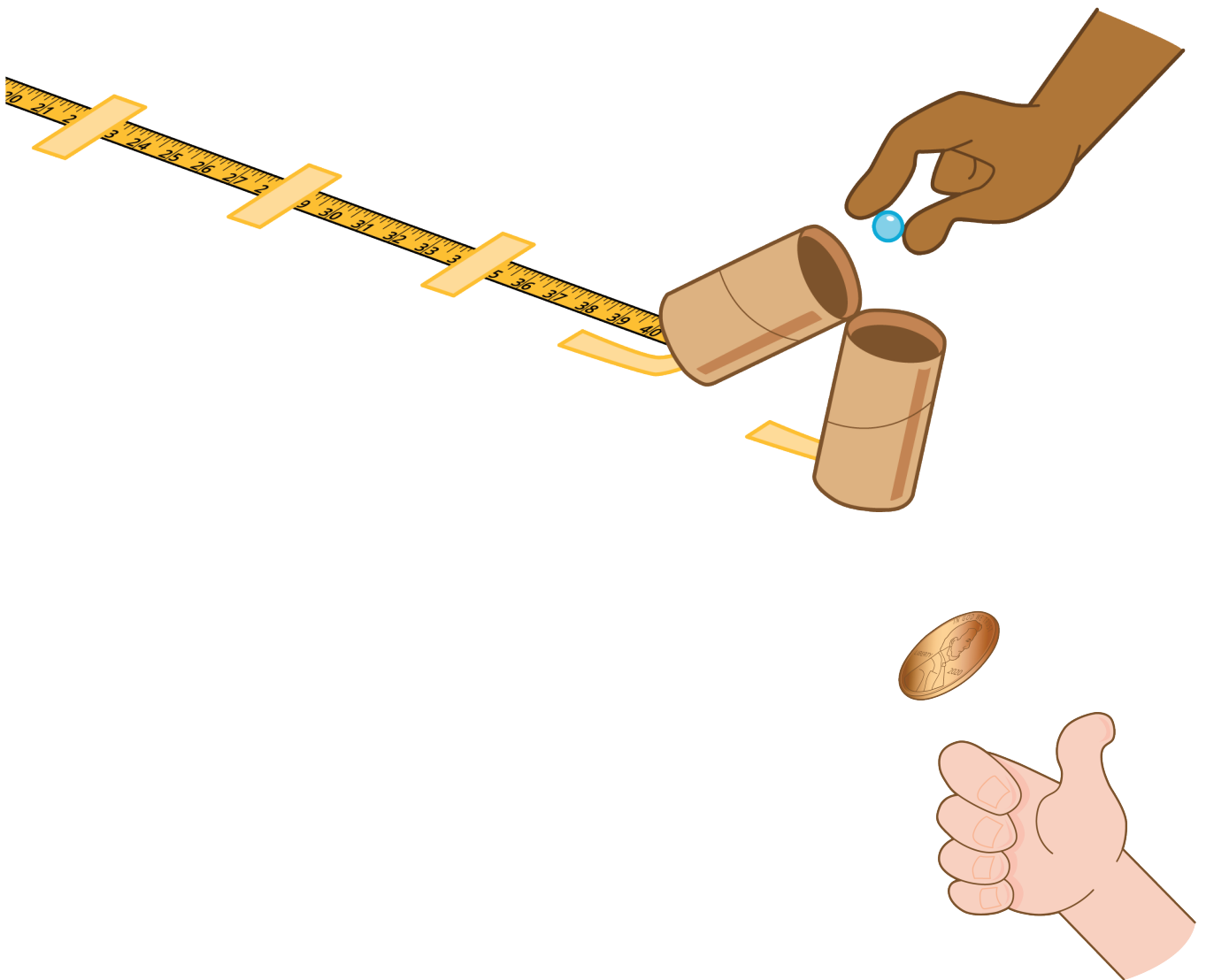
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## Unit 6 Lesson 16: Design a Carnival Game

### WU Notice and Wonder: Carnival Games (Warm up)

#### Student Task Statement

What do you notice? What do you wonder?





## 1 Create Your Own Carnival Game

### Student Task Statement

1. Use the materials to design your own carnival game.
  - a. What are the rules of your game?
  - b. How does someone win the game?
2. Test out your game at least one time.
3. Redesign your game to include at least 2 of the following:
  - length or distance measurement in inches
  - time that has passed
  - multiplication and division within 100
  - addition and subtraction within 1,000

If you have time, play the new and improved game.