Group_activity

Activity 1: Number Exploration and Art

Instructions:
1. Divide students into groups of three.
2. Each group will receive a large sheet of paper and colored markers.
3. Ask the groups to explore the number 7 using art. They can draw, write, or depict different ways 7 can be represented (e.g., seven dots, tally marks, a group of seven objects, etc.)
4. Encourage creativity and let them think of different contexts where the number 7 can be found (e.g., seven days of the week).

Roles:
- Artist: In charge of drawing and writing on the paper.
- Idea Generator: Comes up with different ideas for representing the number 7.
- Presenter: Describes their artwork and explains their ideas to the class.

Discussion Prompts:
- How many different ways did you find to represent 7?
- Can you think of any other places where we encounter the number 7?

Participation:
- Each student must contribute at least one representation or idea.
- During the presentation, each student must explain at least one part of the group's artwork.

Activity 2: Story Construction with Sevens

Instructions:
1. Groups of four work together to create a short story that includes the number 7.
2. The story must include at least three references to the number 7, creatively woven into the narrative.
3. They will have 15 minutes to brainstorm and write their story.

Roles:
- Writer: Jots down the story as the group brainstorms.
- Innovator: Thinks of unique ways to include the number 7.
- Editor: Ensures that the story makes sense and flows well.
- Storyteller: Shares the story with the class.

Discussion Prompts:
- How does the number 7 play a role in your story?
- Why did you choose those specific scenarios for the number 7?

Participation:
- Each student must contribute at least one idea or sentence to the story.
- During the storytelling, each student must explain a part of the story, focusing on how 7 is incorporated.

Activity 3: Math Problem Challenge

Instructions:
1. Split the class into groups of four.
2. Each group receives a set of math problem cards involving the number 7 (e.g., 7 + 2 = ?, 14 ÷ 2 = ?, etc.).
3. Groups have 20 minutes to solve as many problems as possible.

Roles:
- Solver: Works through the math problems.
- Checker: Verifies the solutions with a calculator or counting tools.
- Explainer: Prepares to explain one selected solution to the class.
- Recorder: Writes down the final answers.

Discussion Prompts:
- Which problem involving the number 7 was the most challenging?
- Can you explain how you solved this particular problem?

Participation:
- Each student must solve at least one problem.
- During the class discussion, each group member must explain their thought process or solution for at least one problem.