



For Educators:

We learn best through hard fun. Beetle Blitz is hard if you're just learning multiplication. It's even hard for adults who are good at multiplication.

The game is more than just a set of revved-up worksheets... it inspires and motivates students to beat each other's beetles so that the learning takes place as a side-effect of an engaging competition.

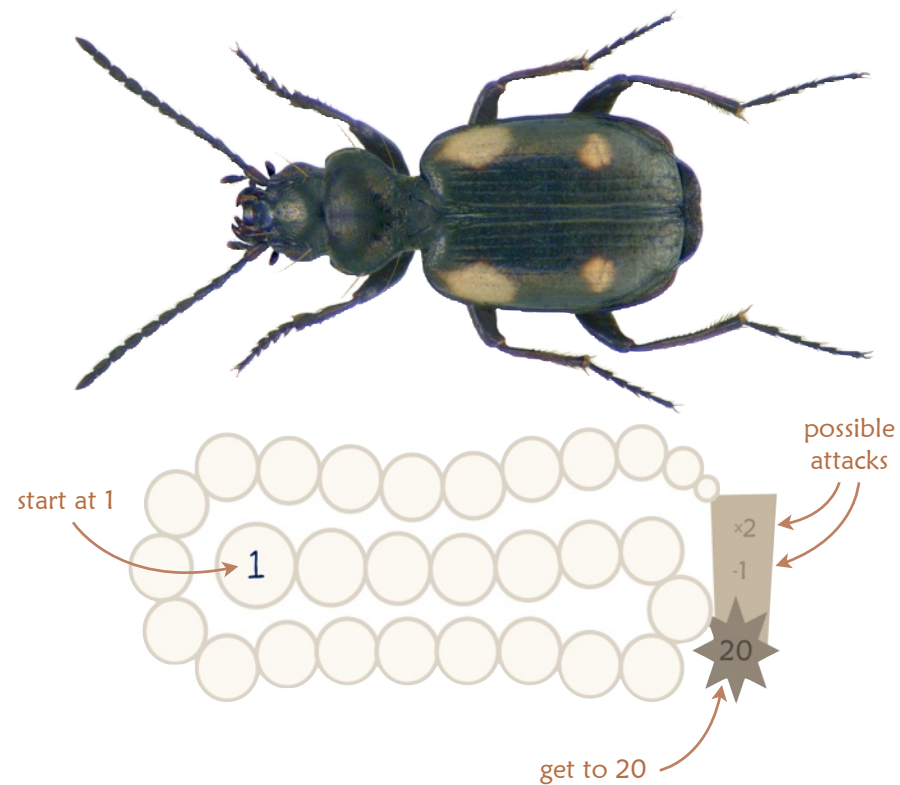
Beetle Blitz should be explained by splitting the class in two and having a giant competition. Girls versus boys works well. You can find free supporting materials on www.MathPickle.com in the grade 4 section.

If there is a stigma of failure among your students, they should be encouraged to think that it is their beetle - not them - who wins and loses. These are not fair competitions. Some beetles really are better than other beetles.

This book is set up for two players, but a single student will find it motivating to discover which beetle wins if both beetles play intelligently.

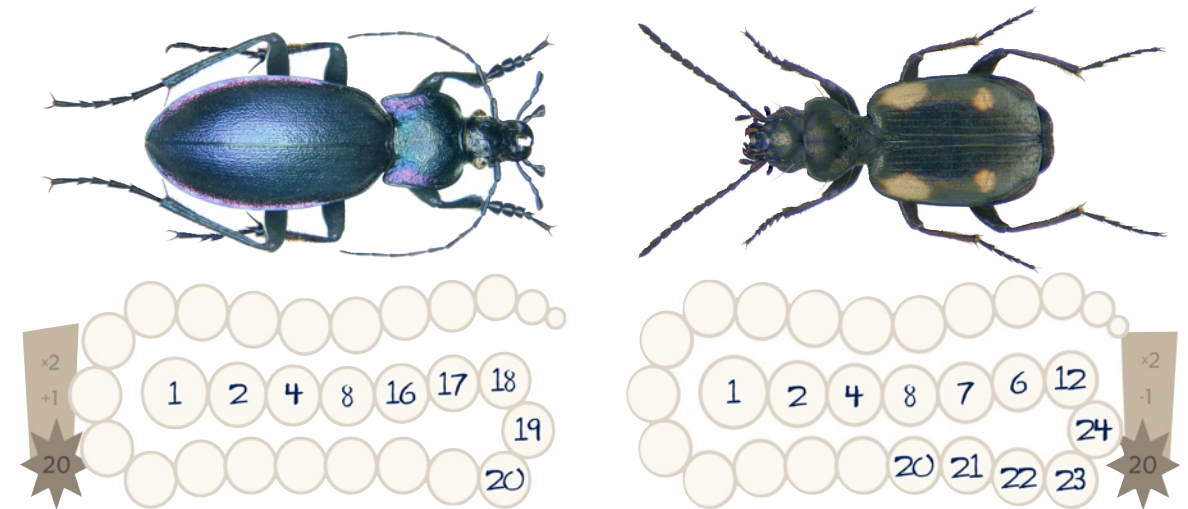
How to Play

Two beetles are competing. Your beetle wins if it gets to the starred number by filling less circles than its enemy. Each beetle has certain attacks it can make.



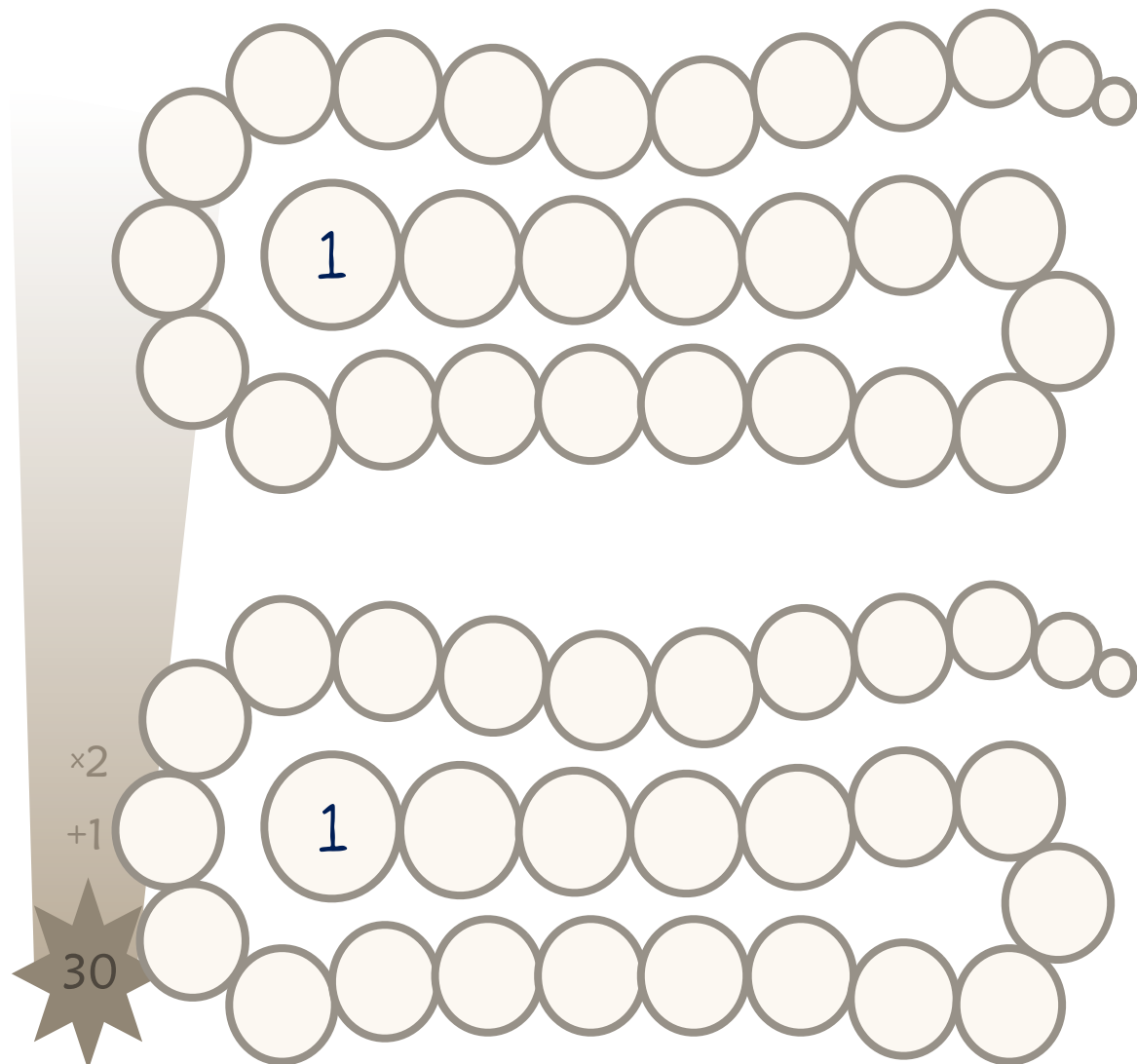
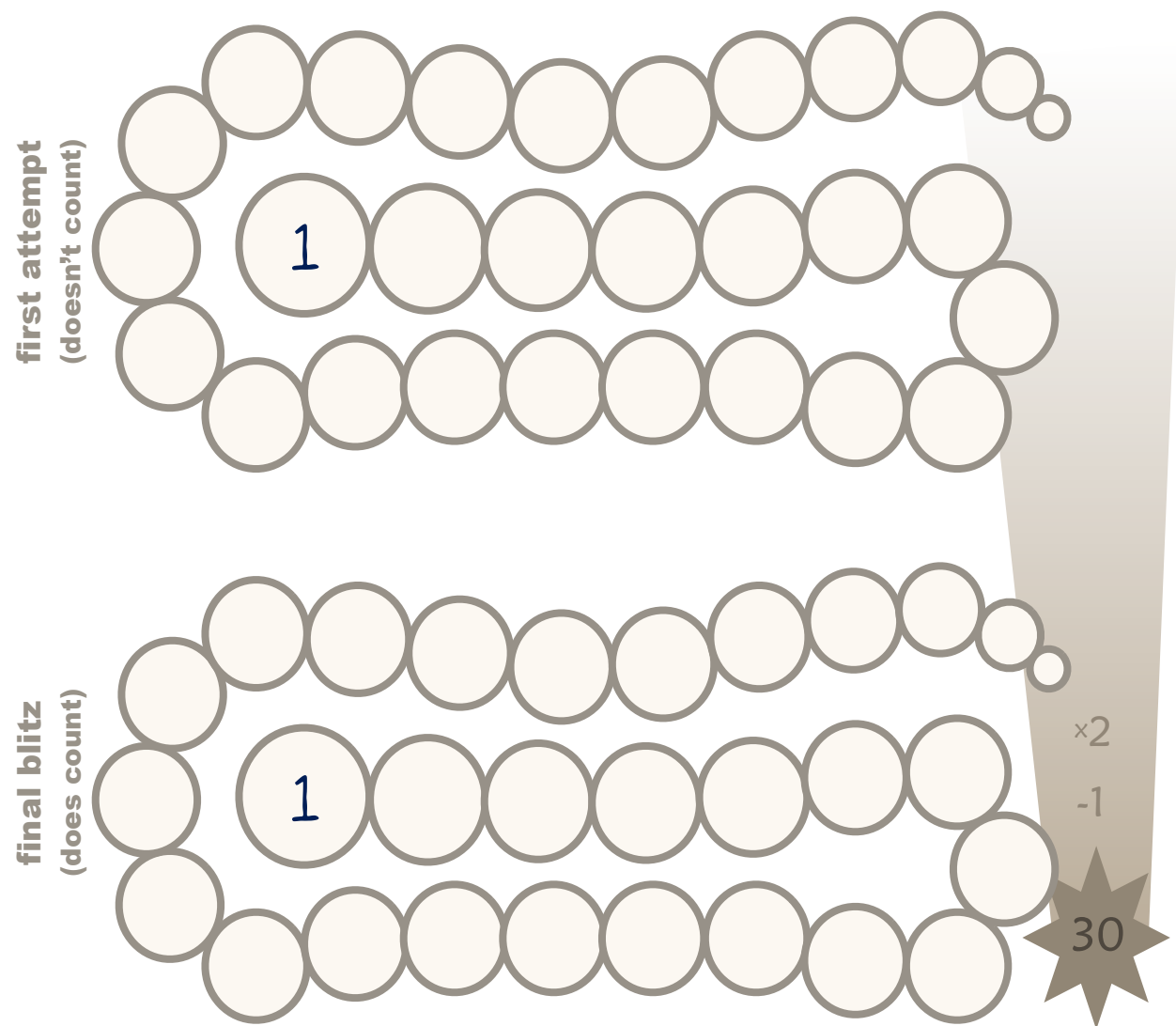
What happens if you are the beetle above? You can multiply by 2 or subtract 1.

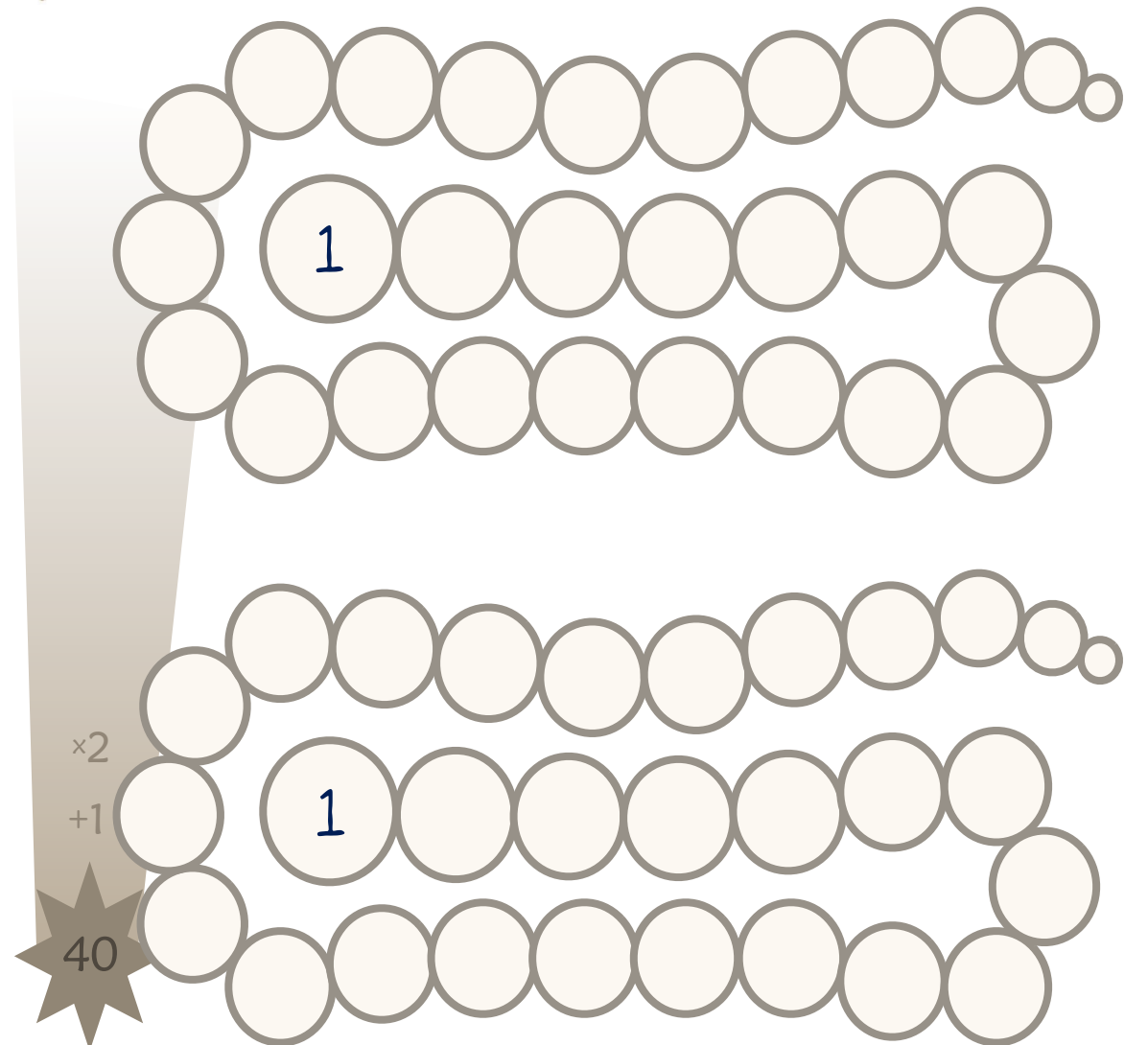
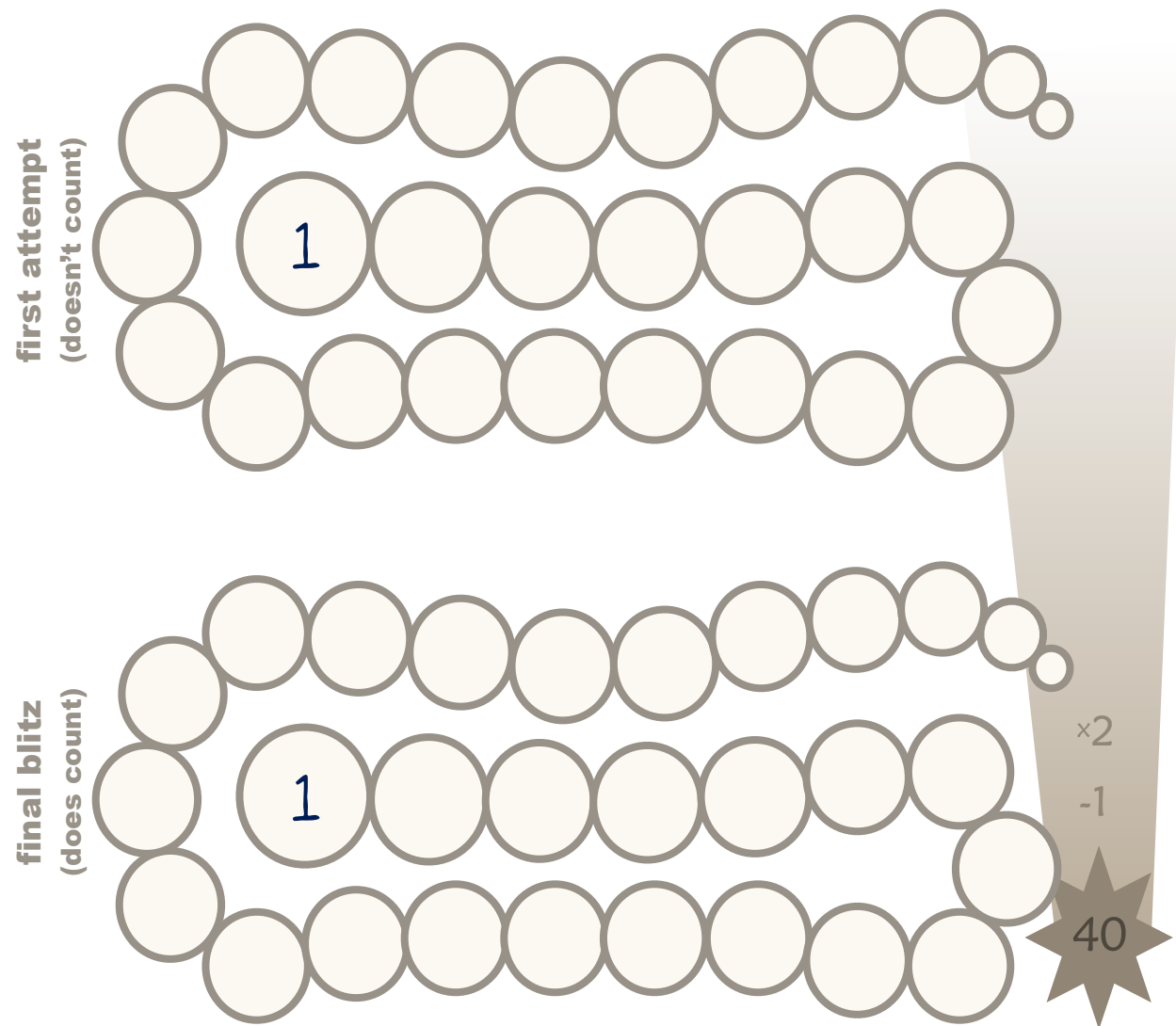
Your beetle has got to 20 by filling just 12 circles. Unfortunately, the beetle that you were competing against could choose between attacks $\times 2$ and $+1$. It used these to get to 20 using fewer circles, so your beetle lost.

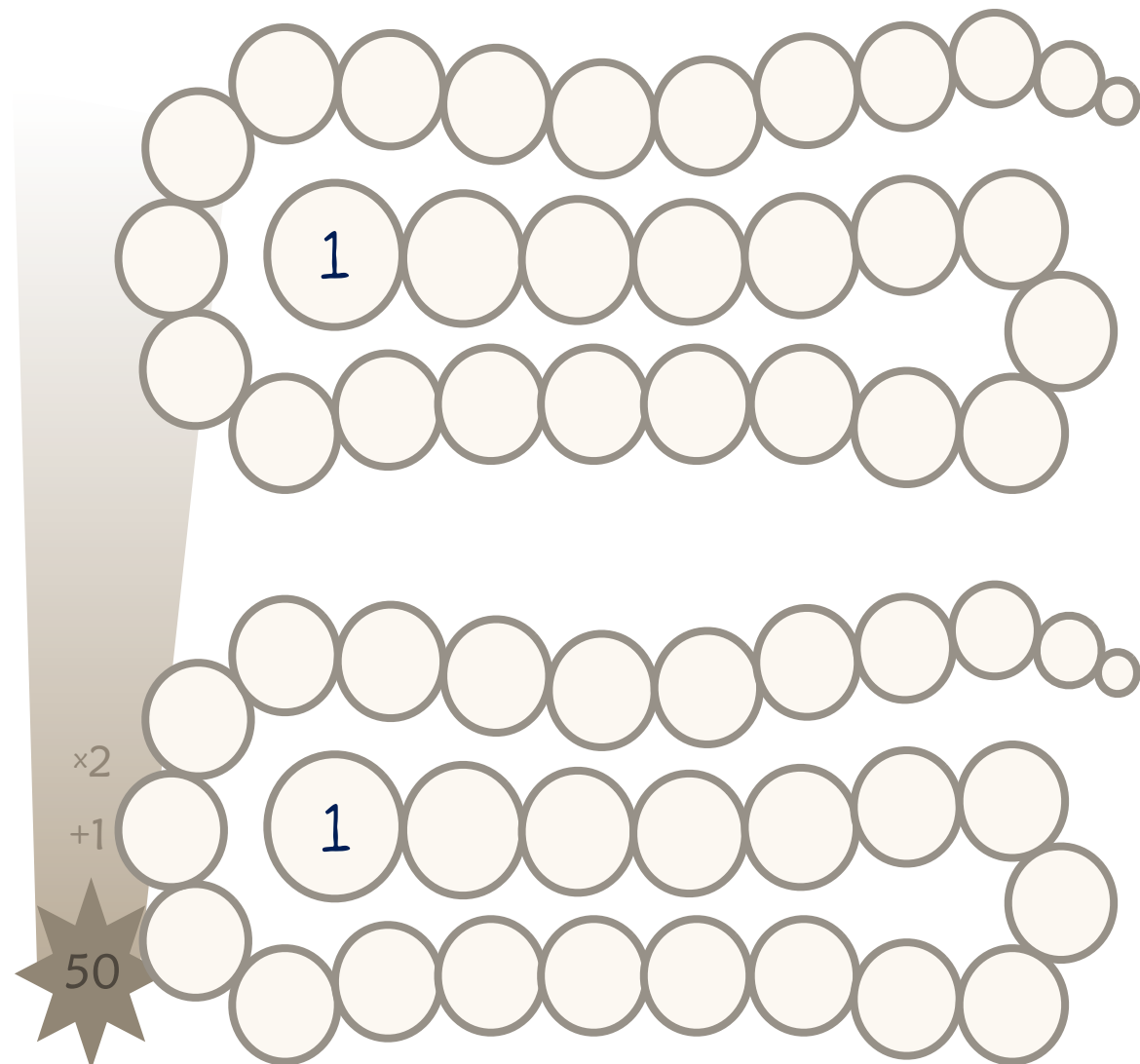
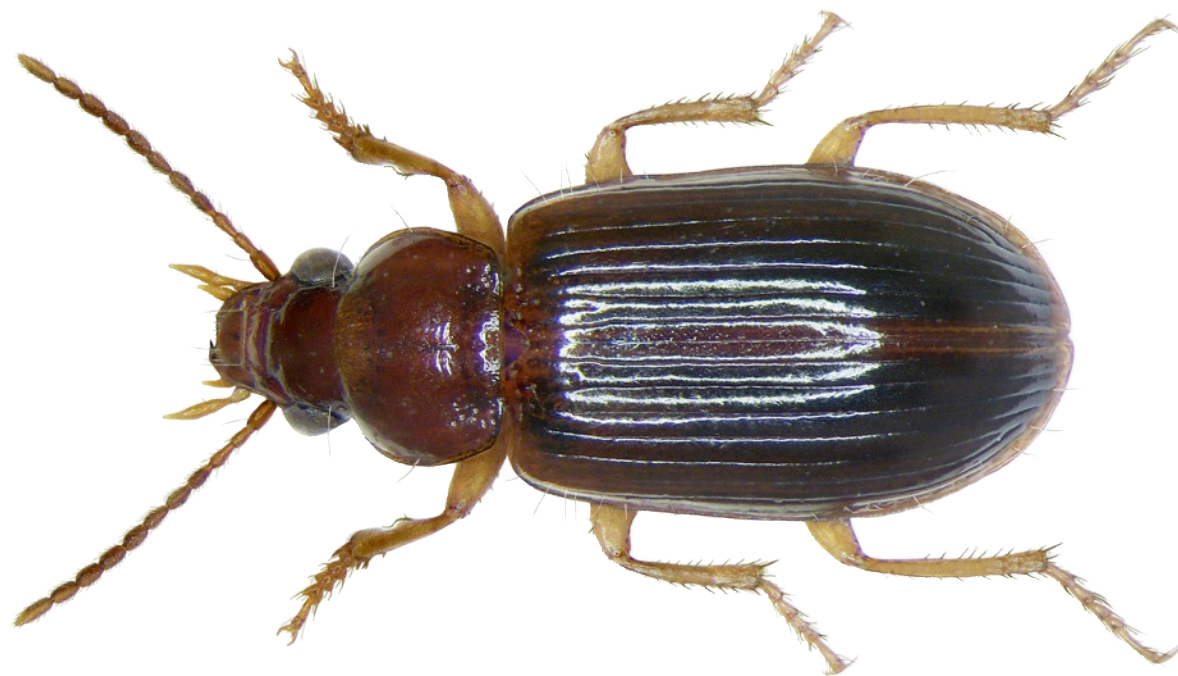
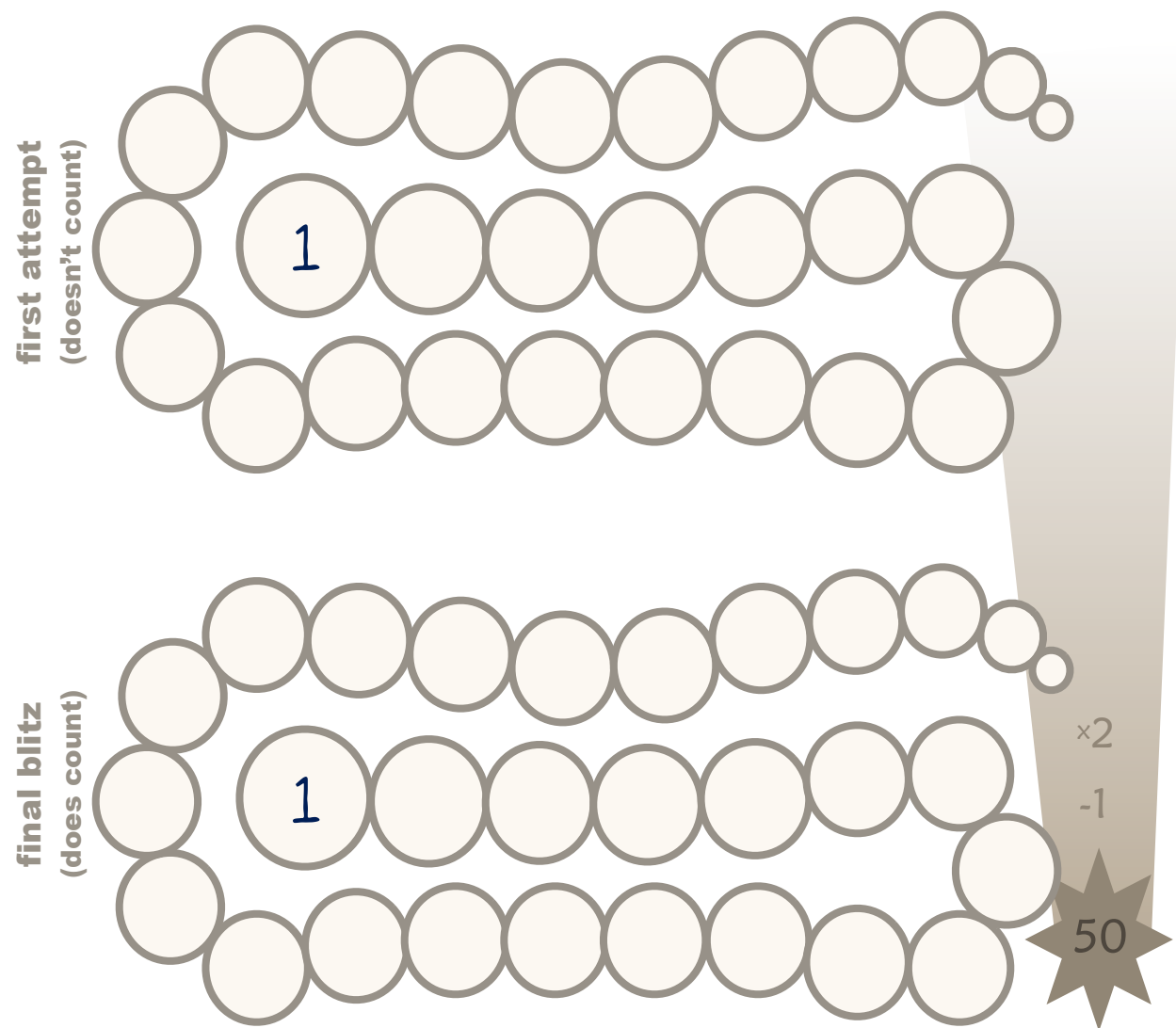


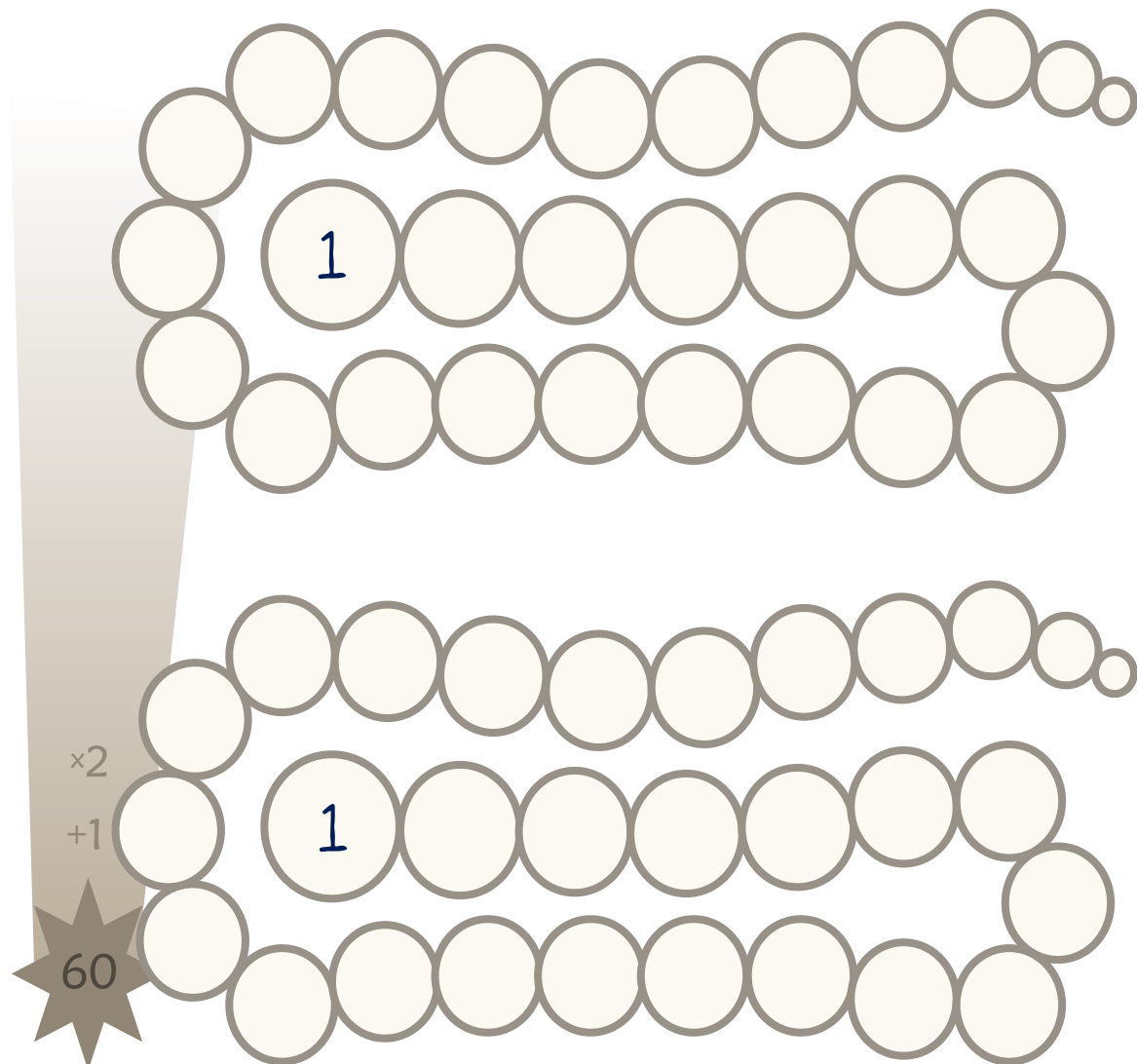
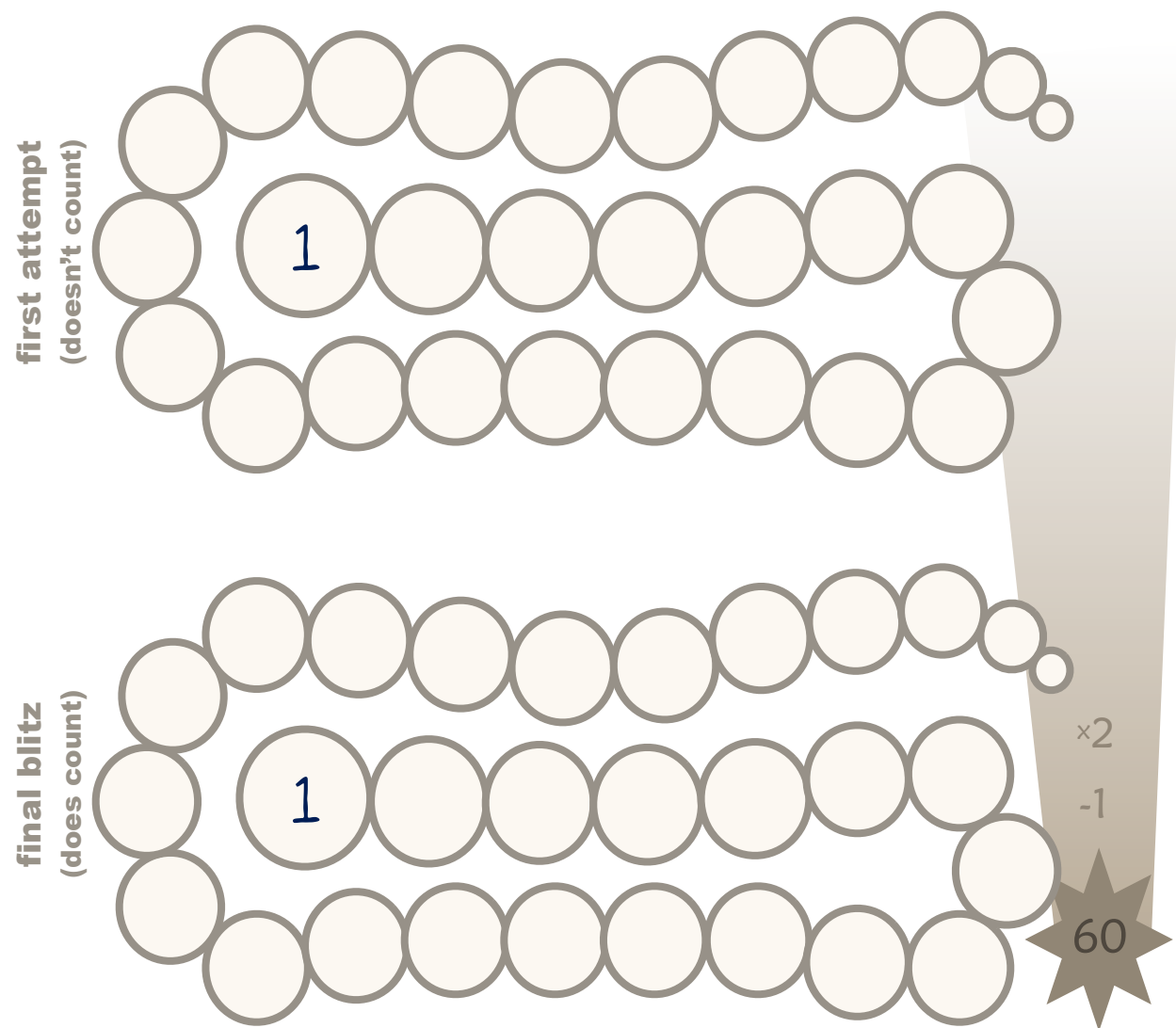
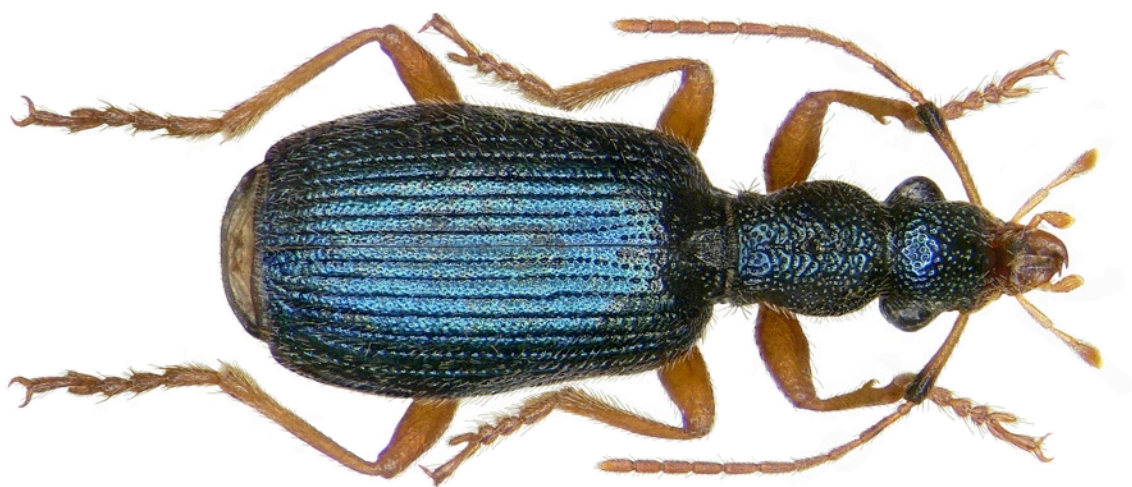
www.MathPickle.com

For Declan, Keefer, Luis Felipe and beetle lovers everywhere.
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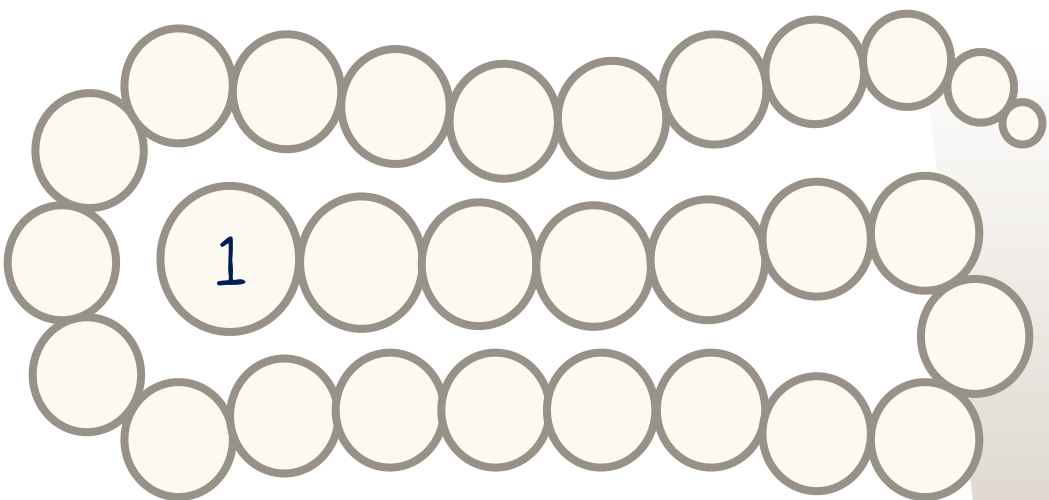




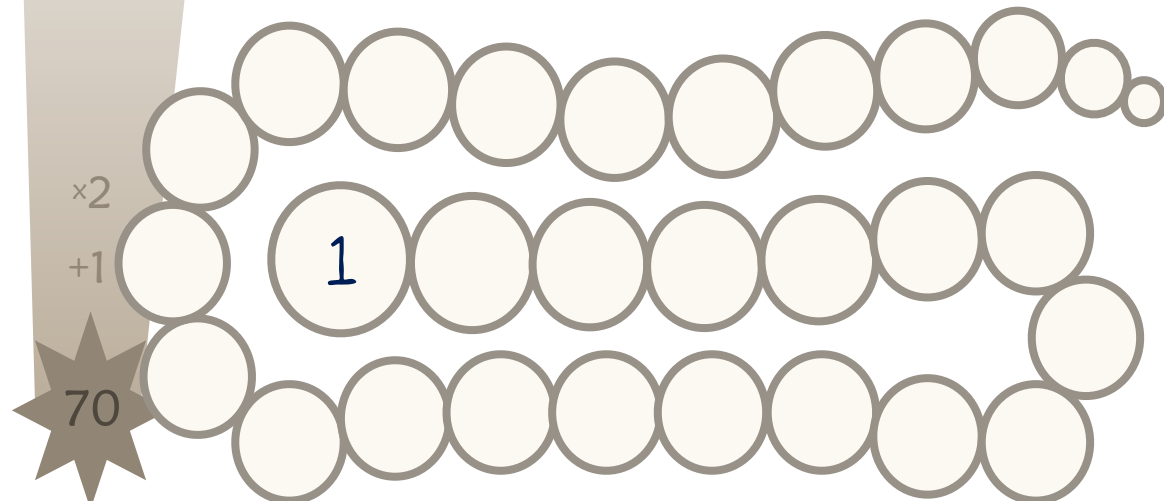
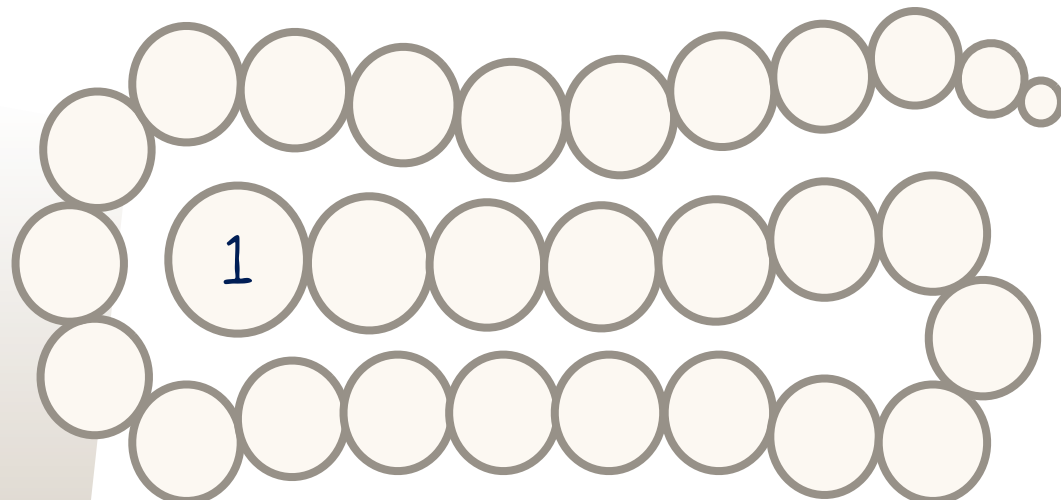
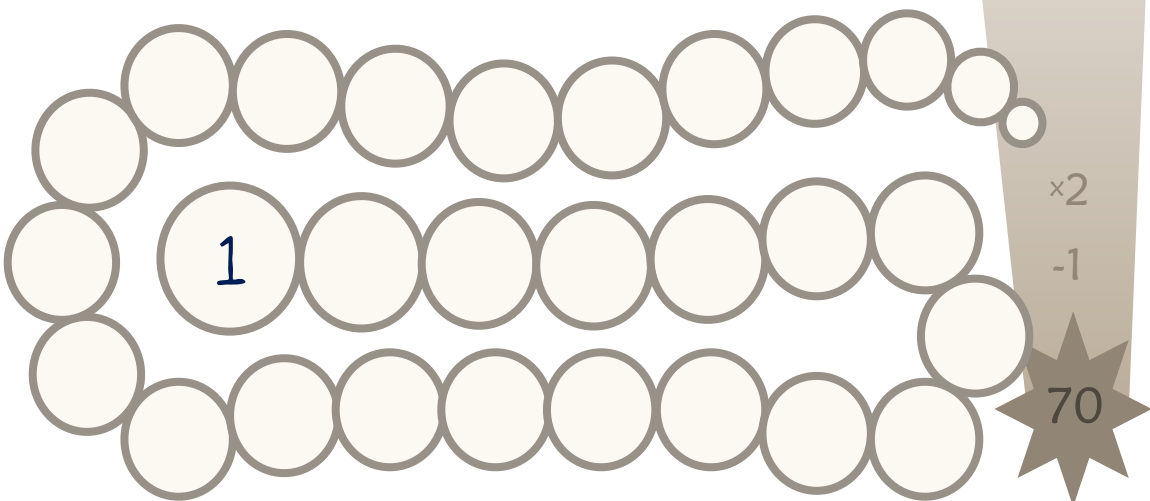


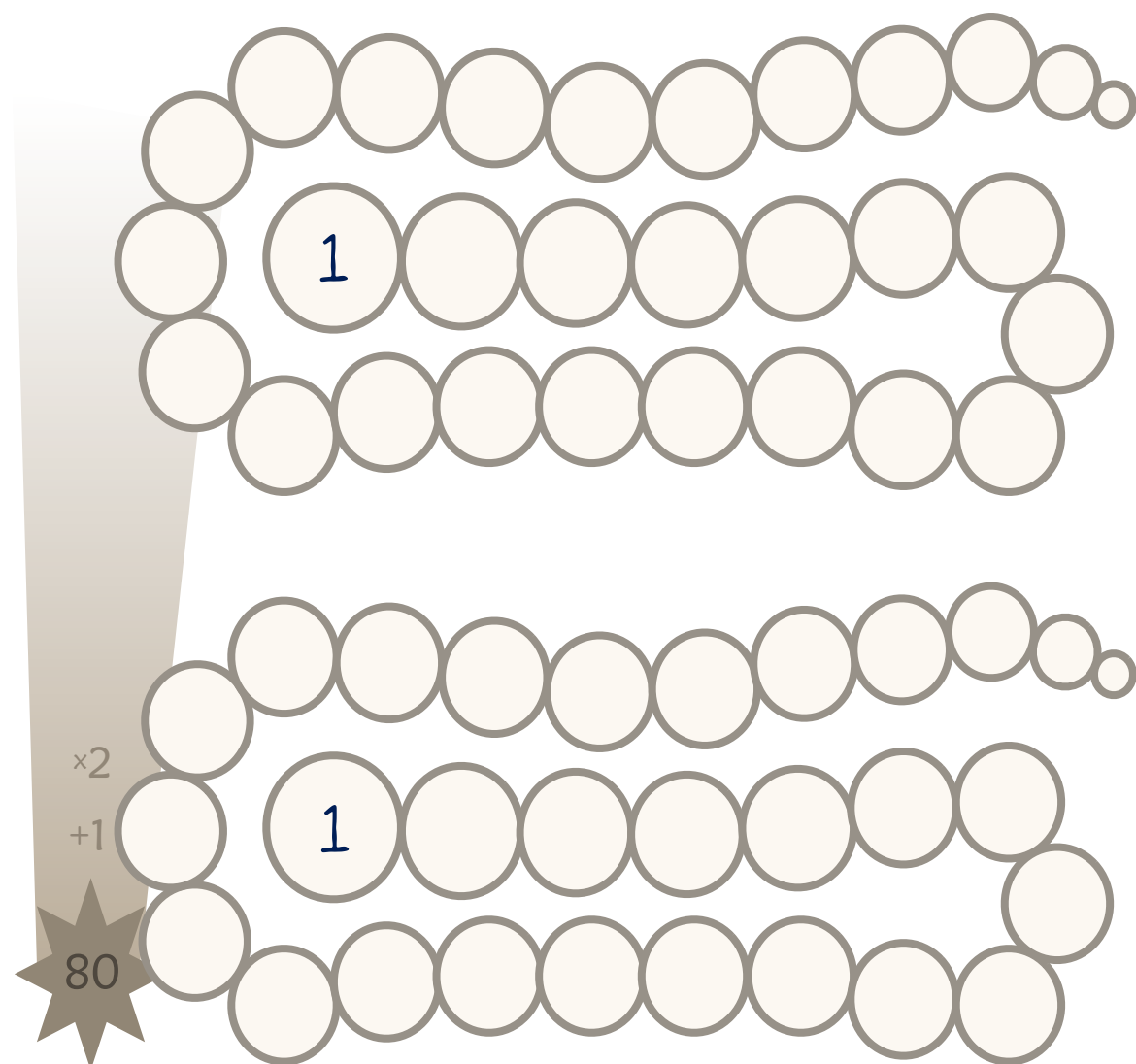
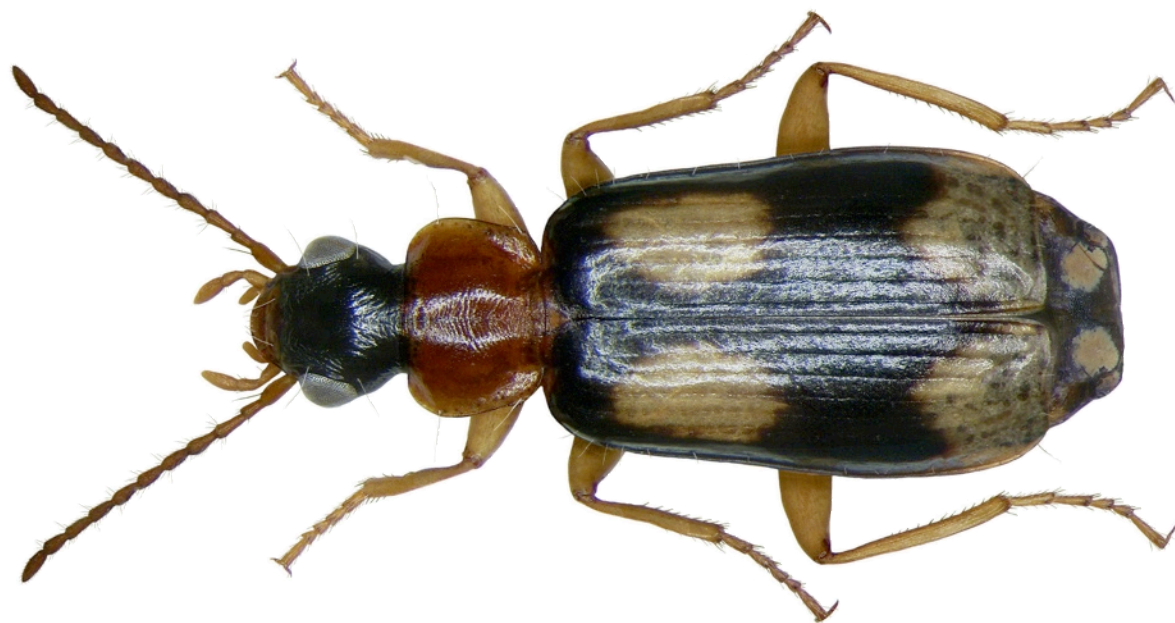
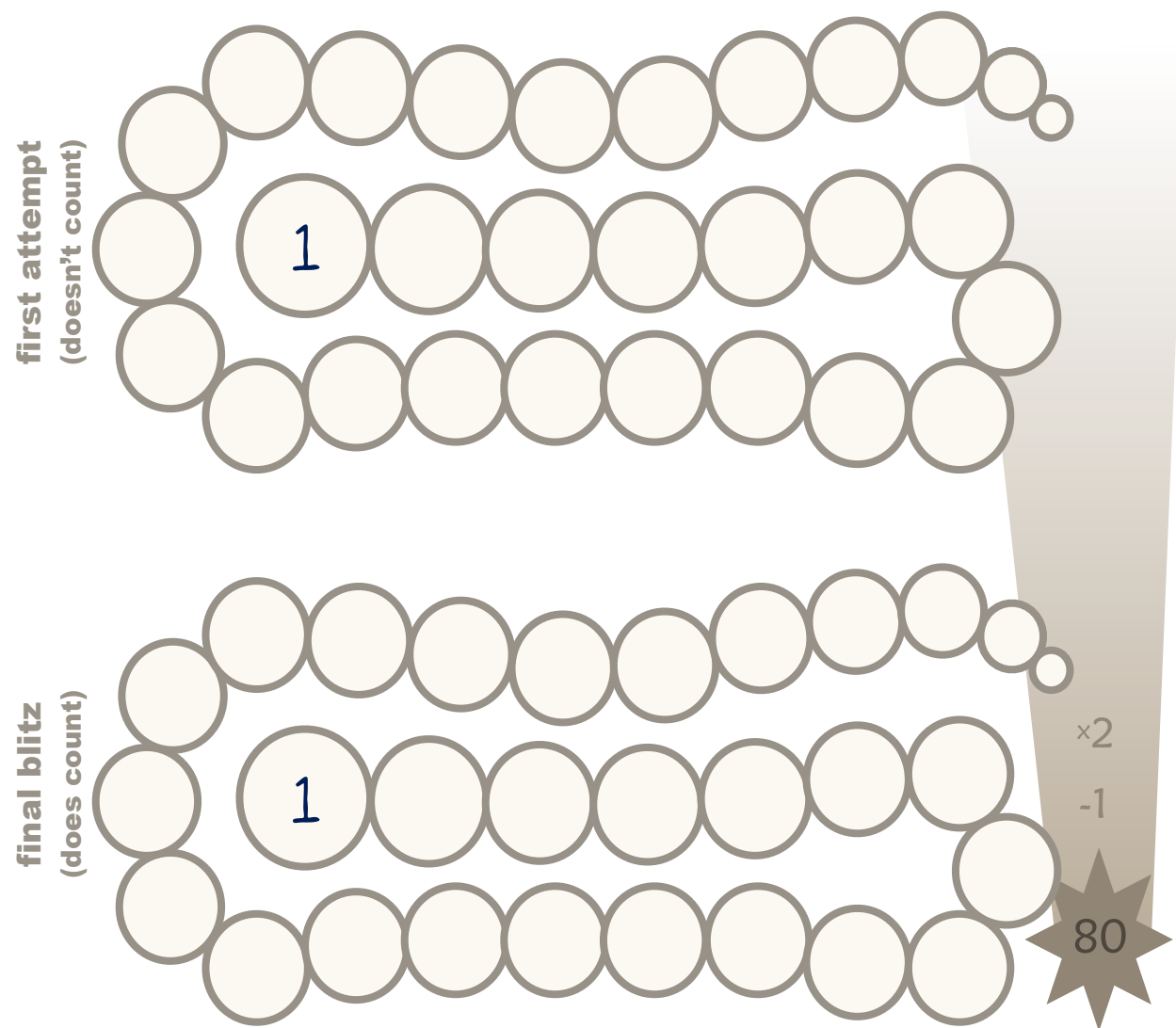


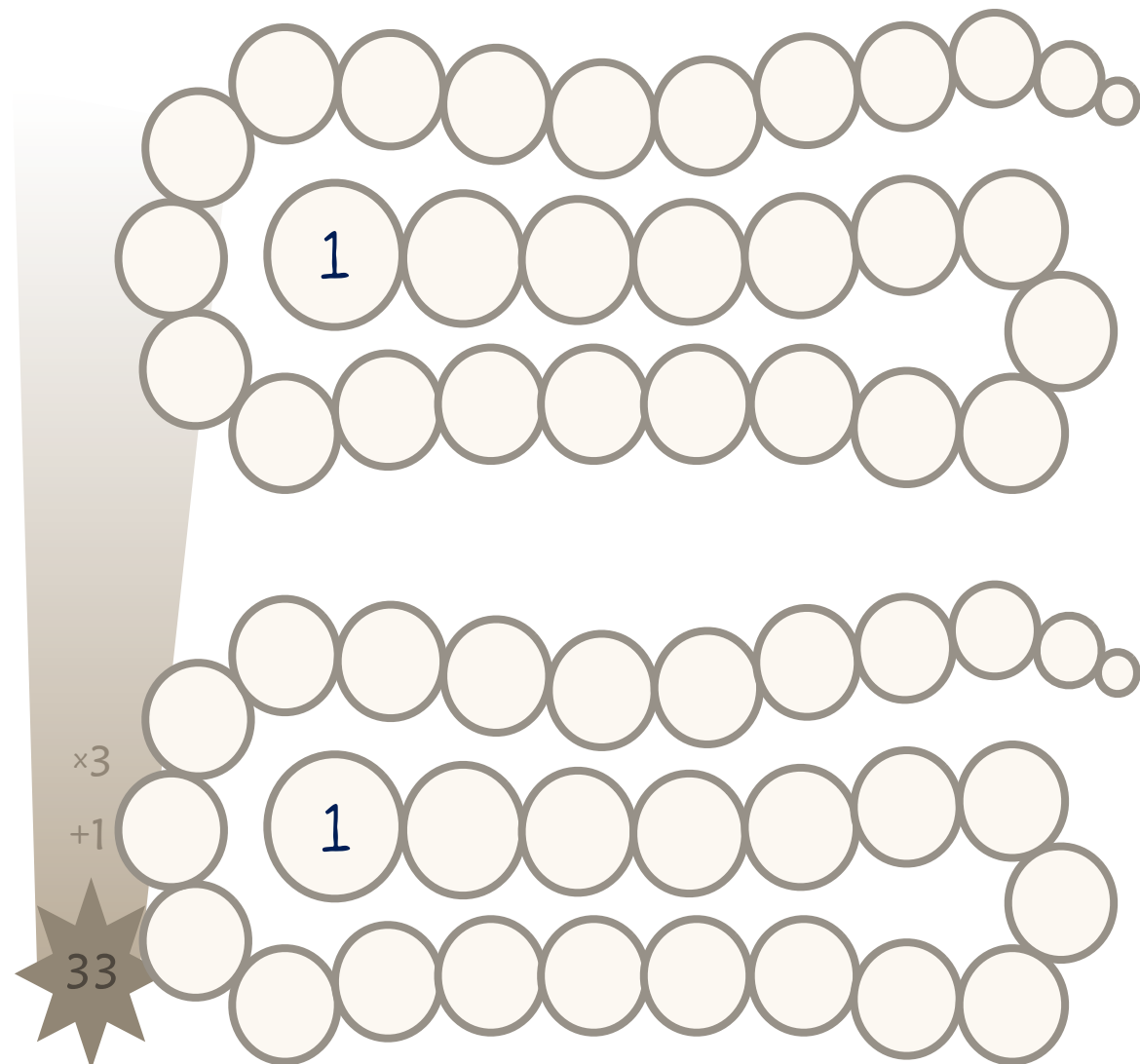
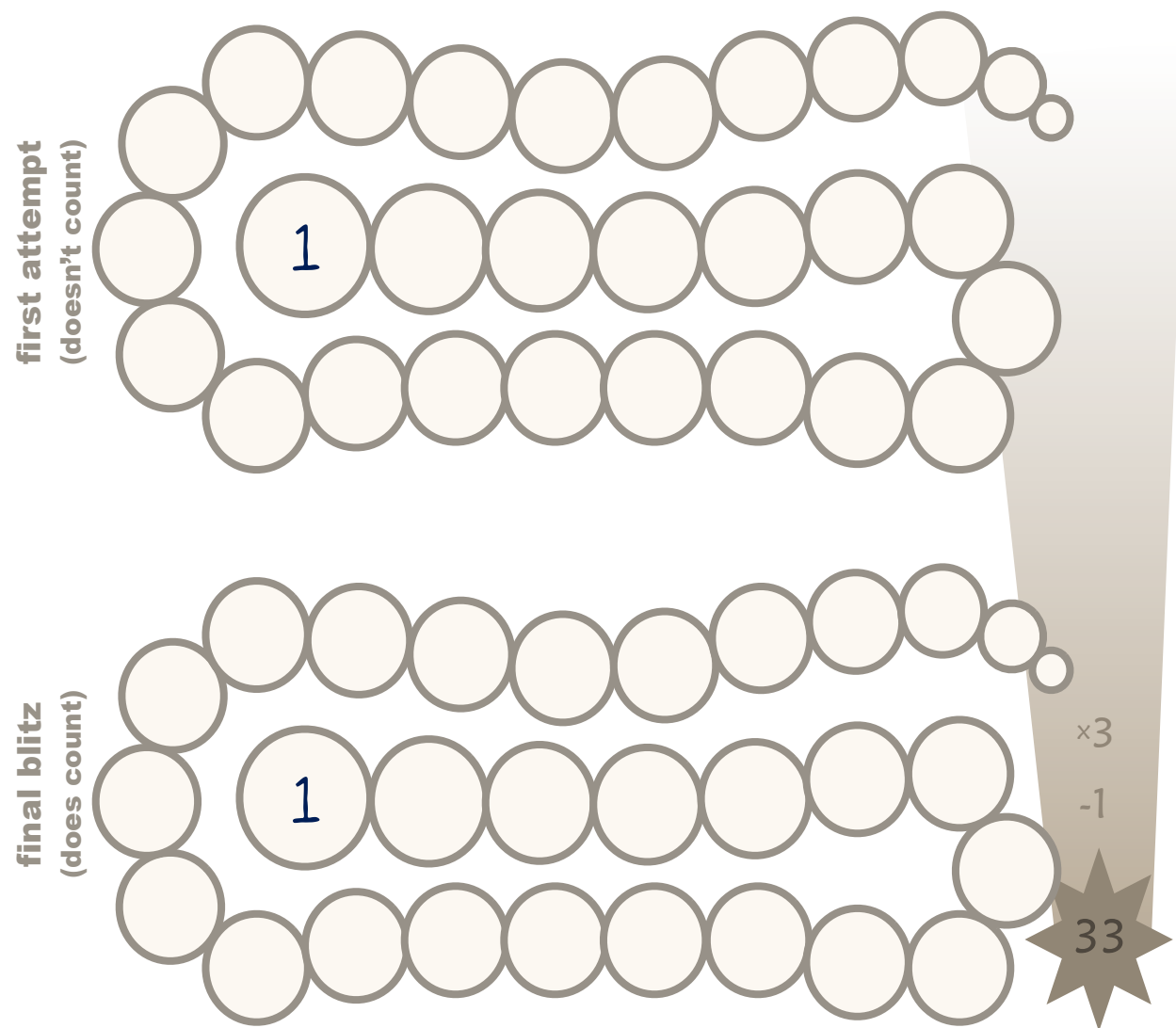
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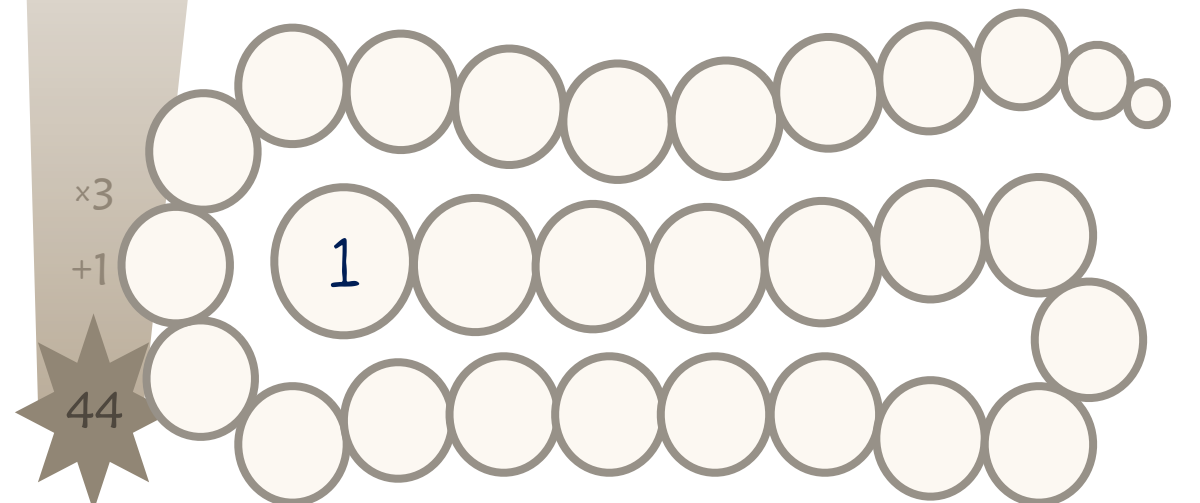
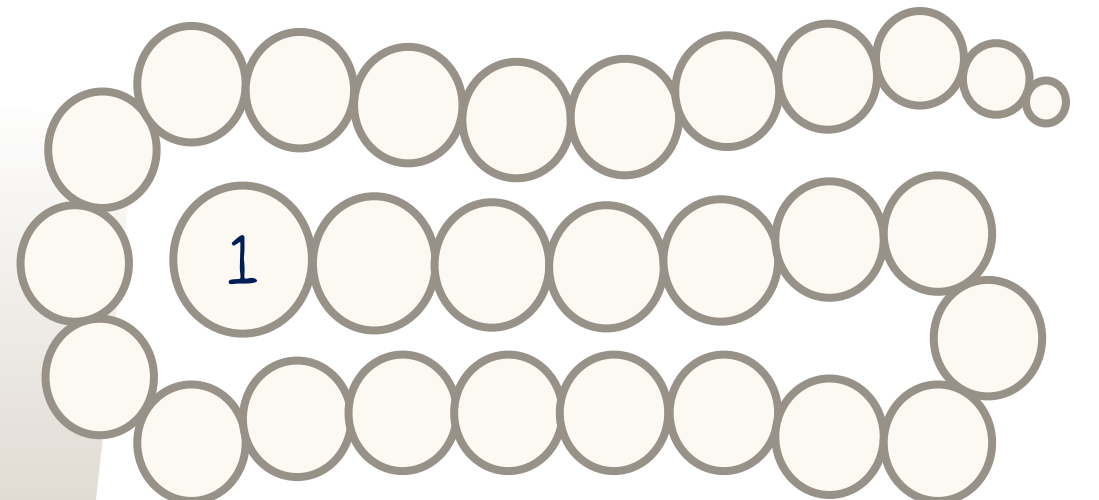
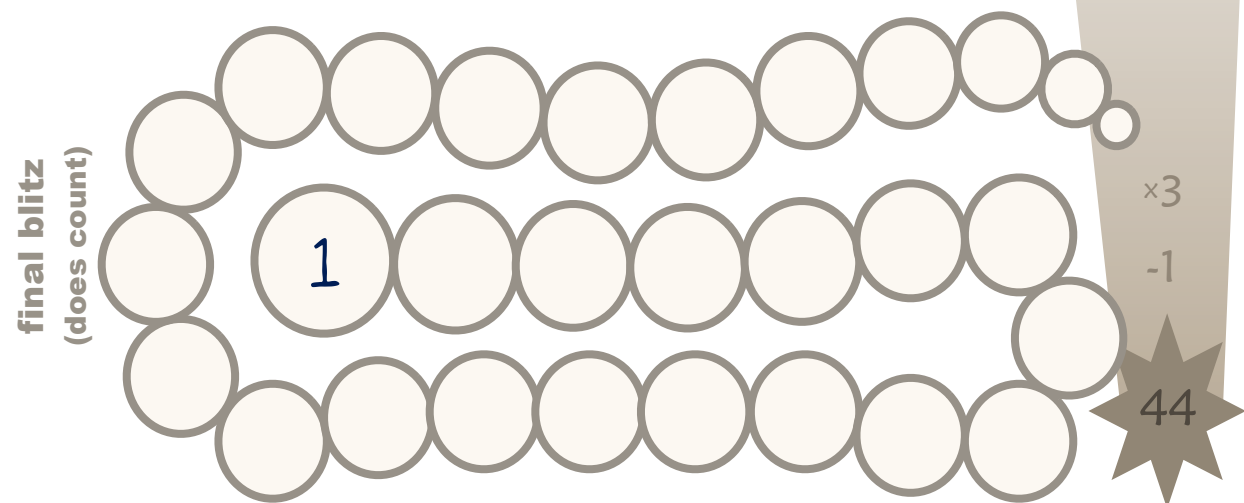
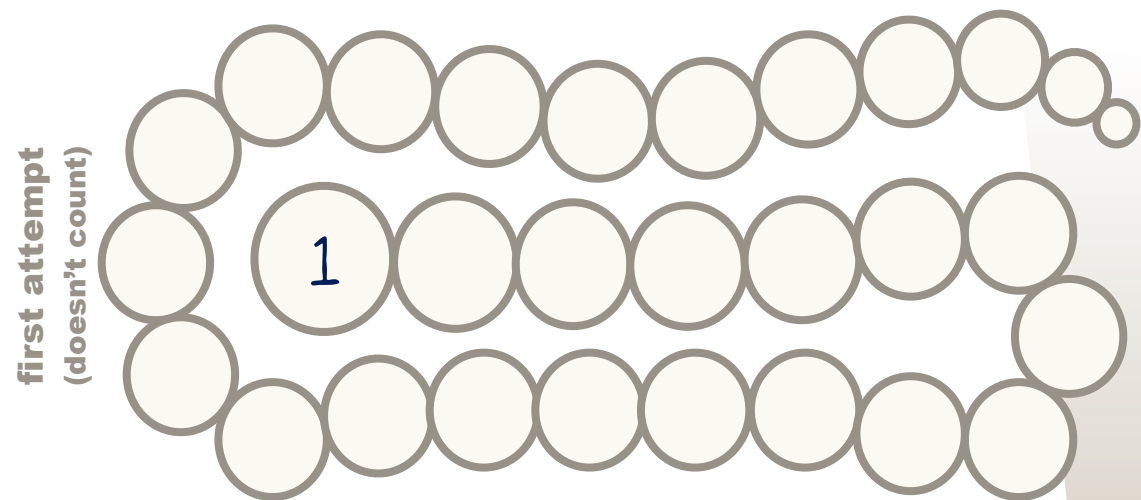


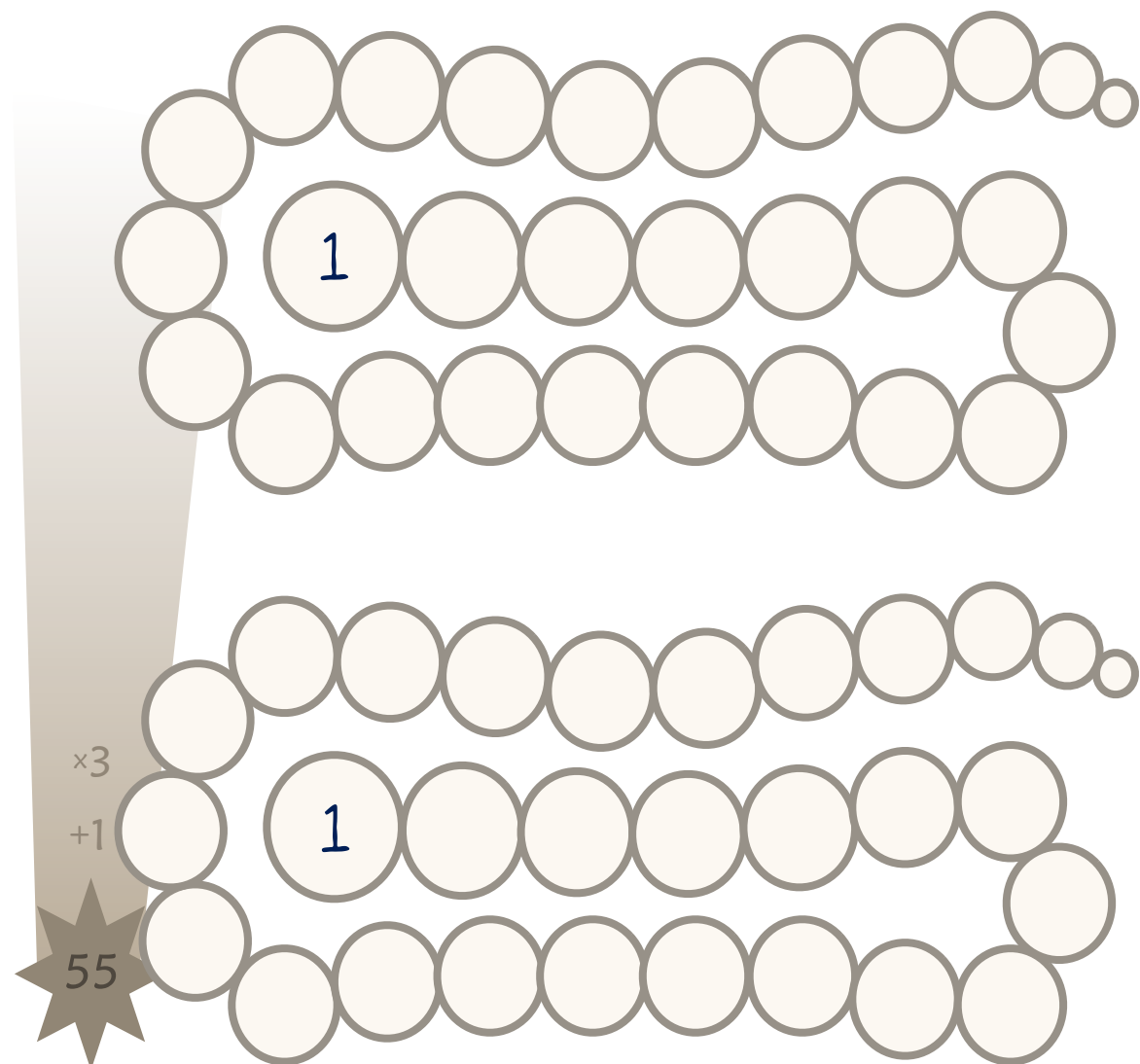
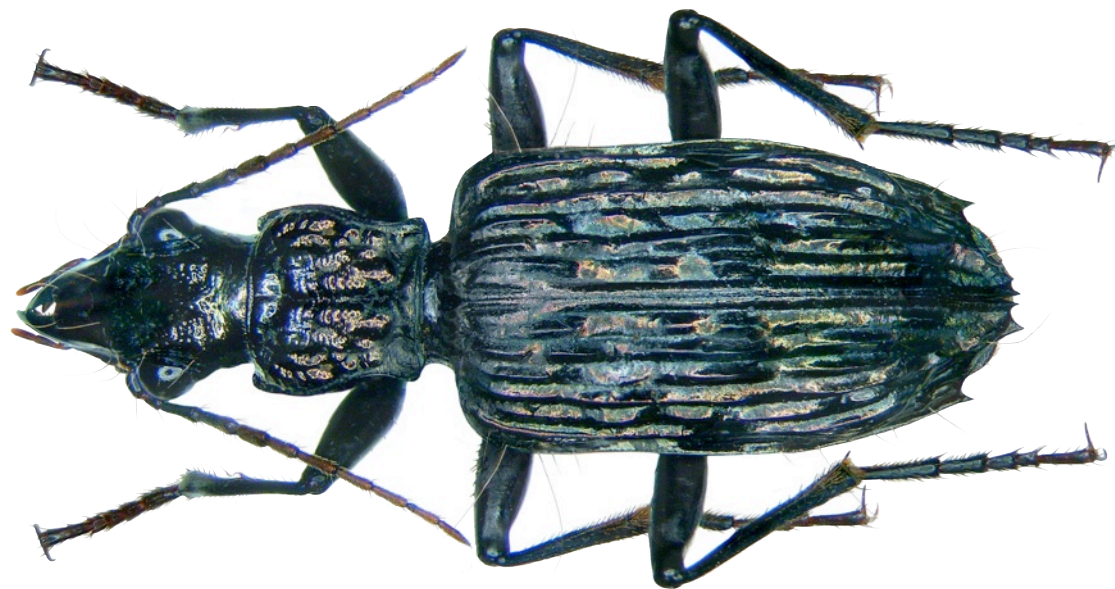
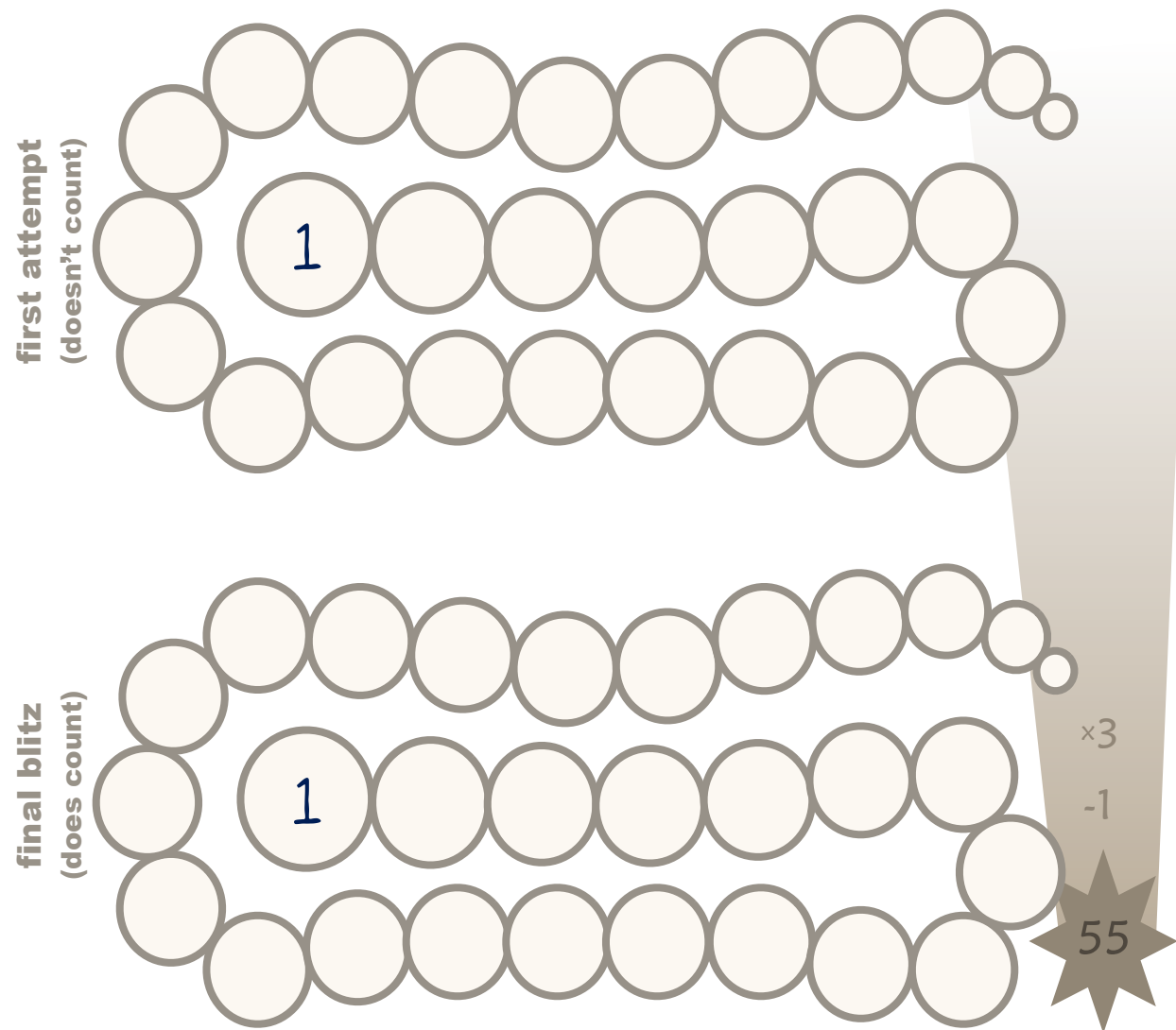
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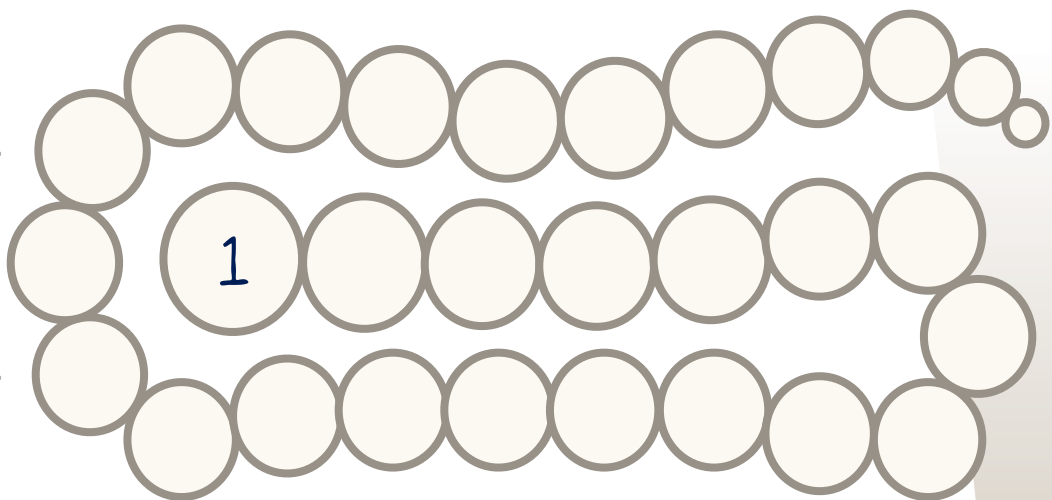




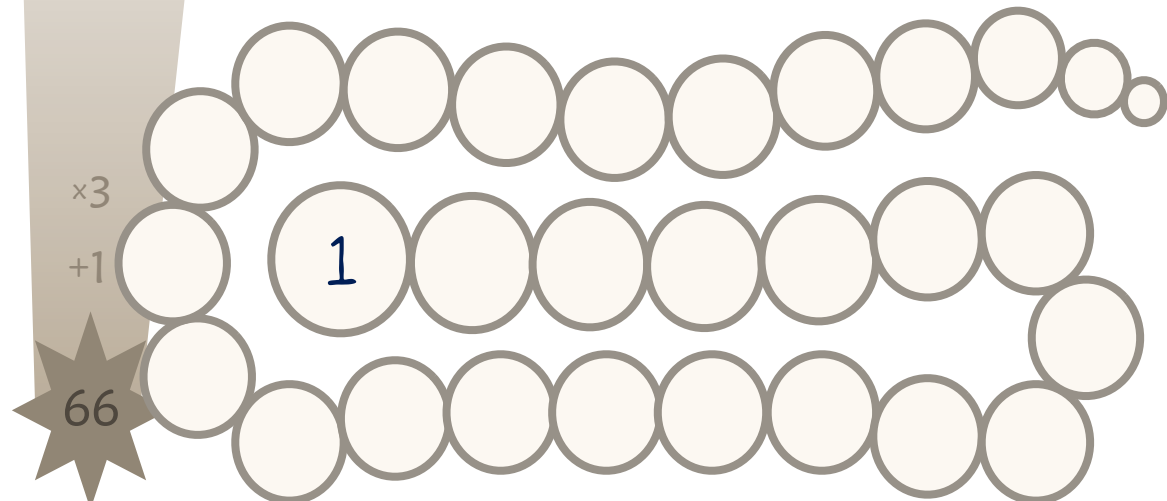
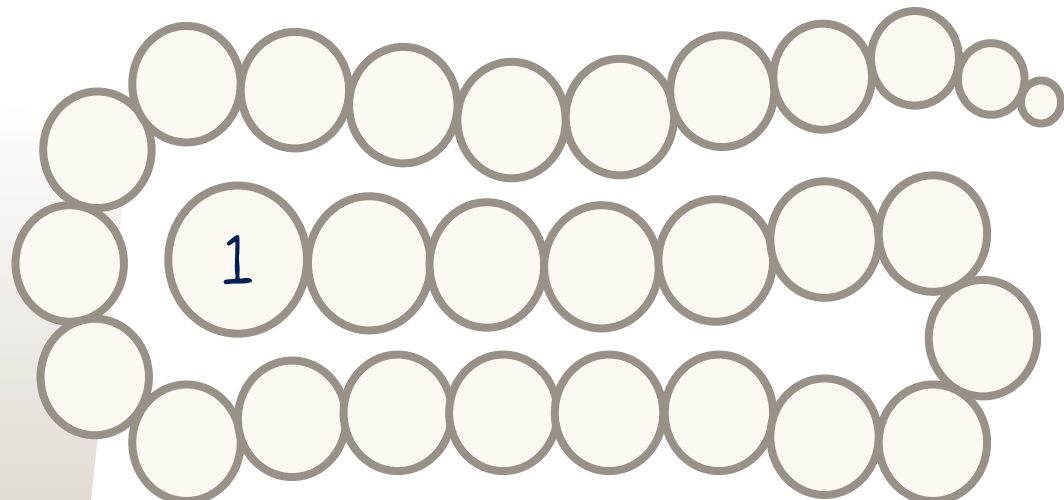
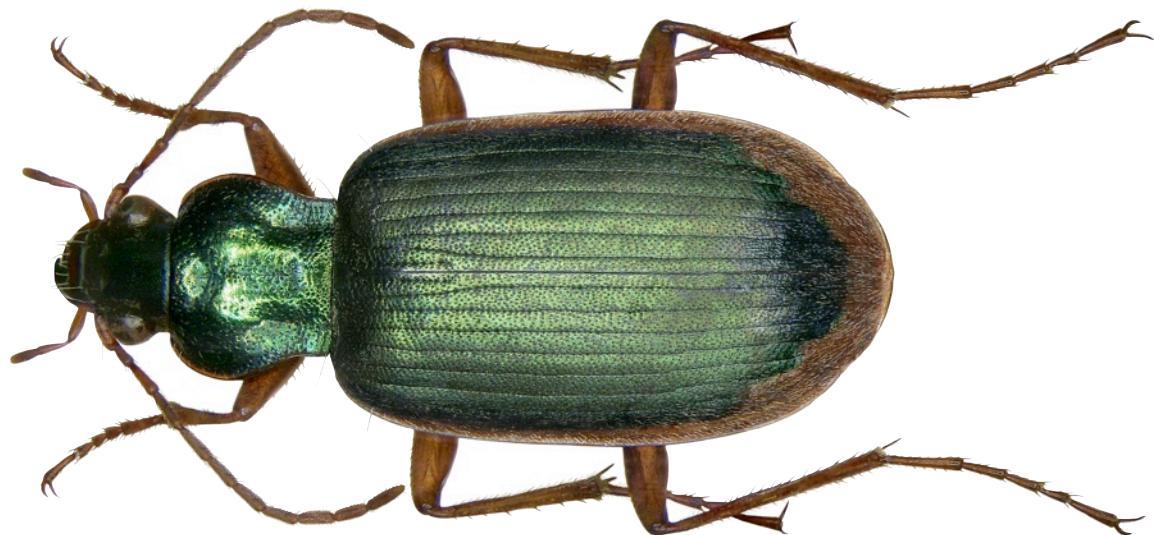
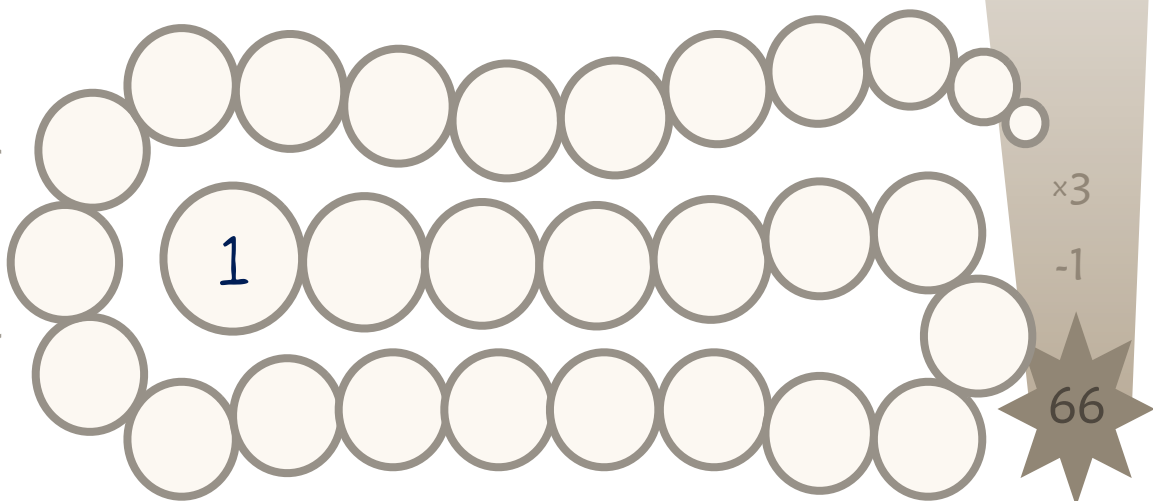


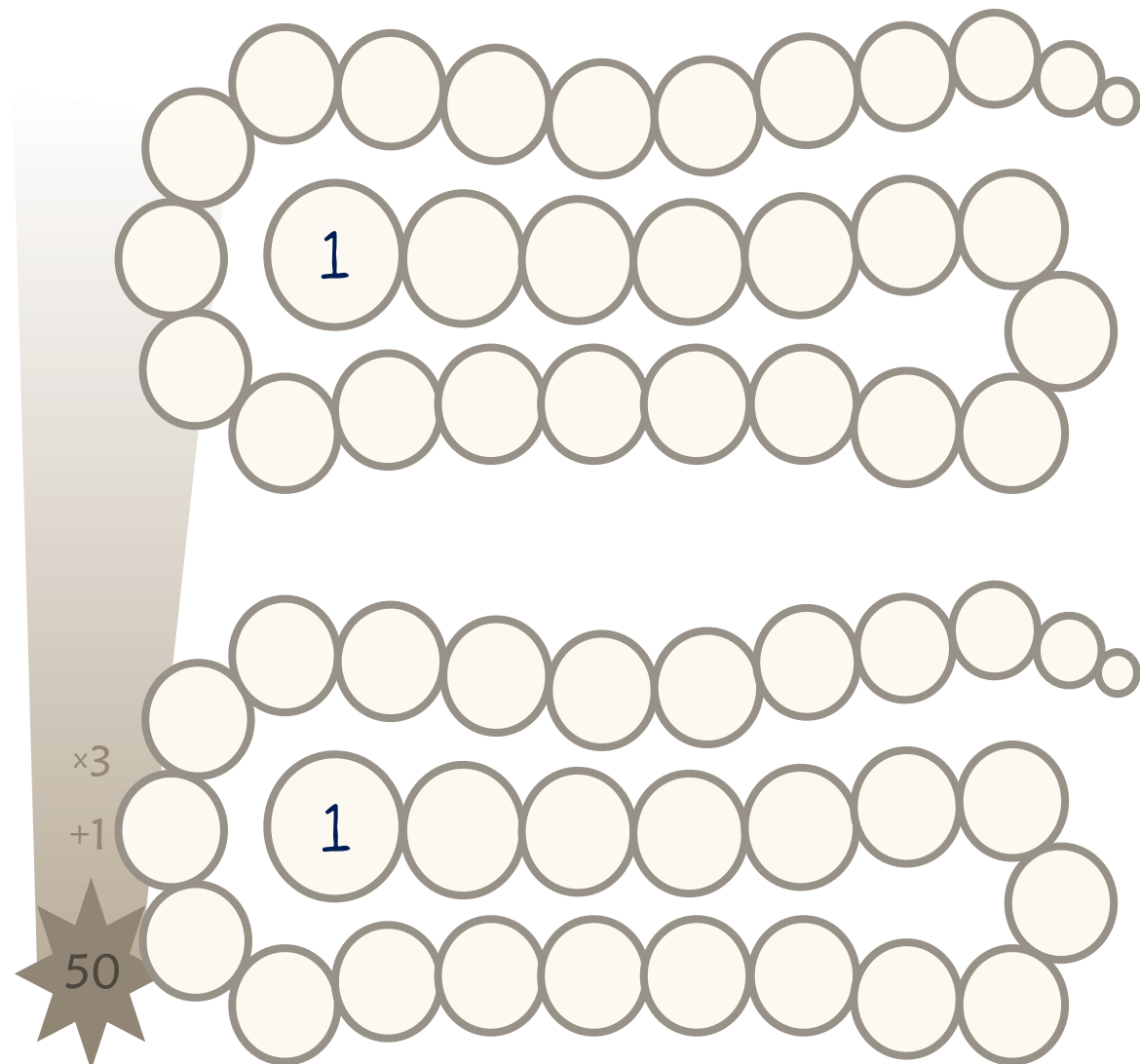
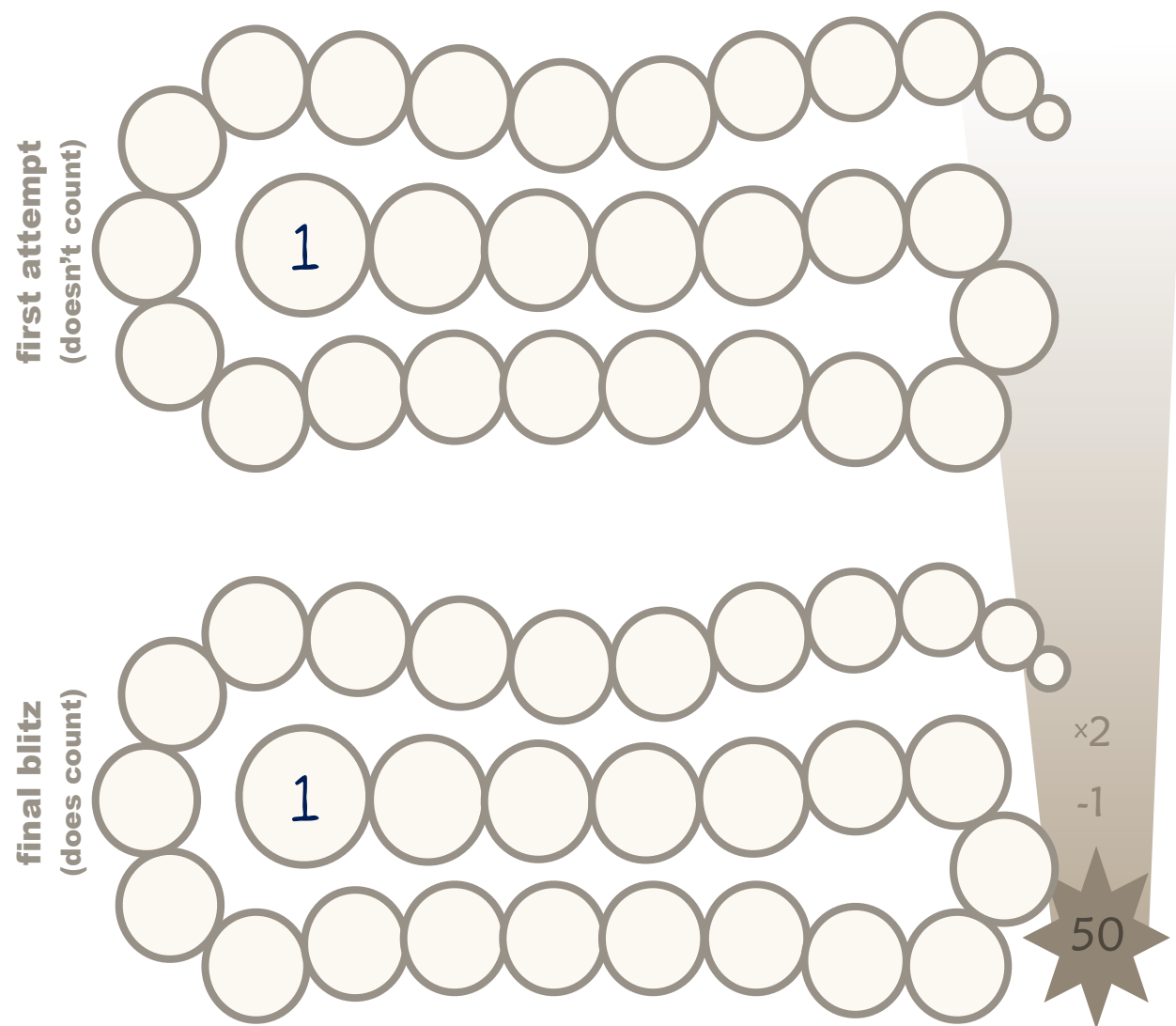
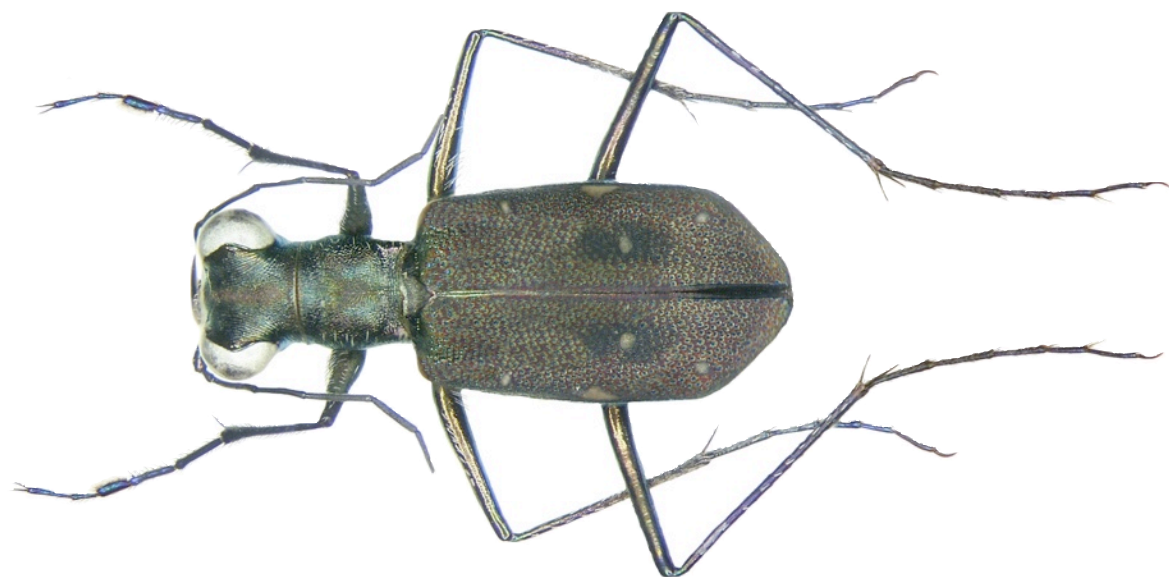
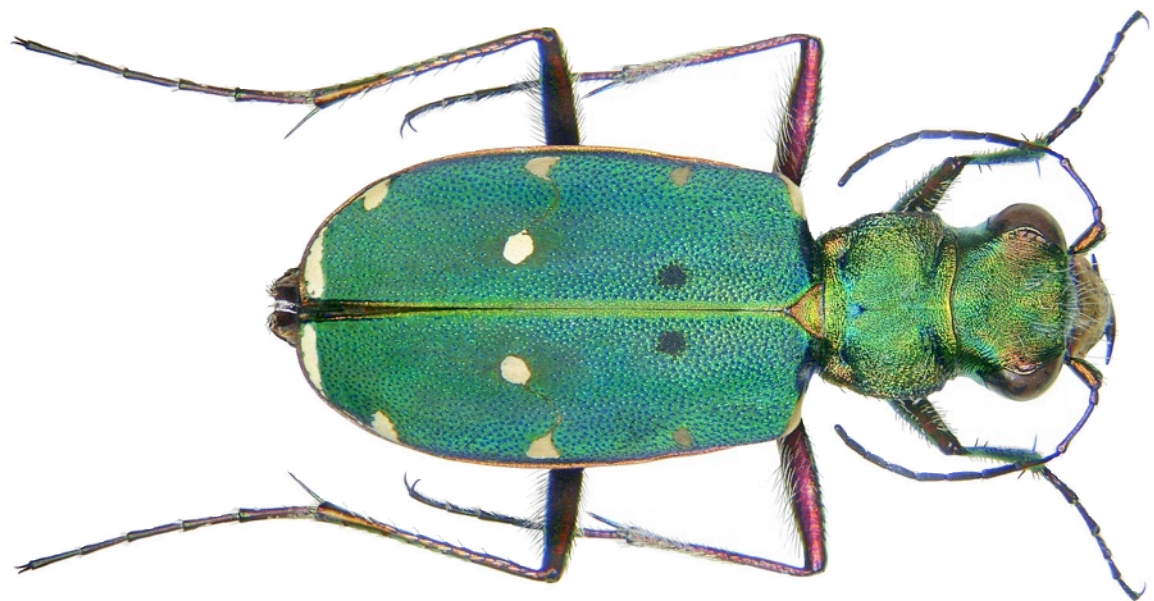


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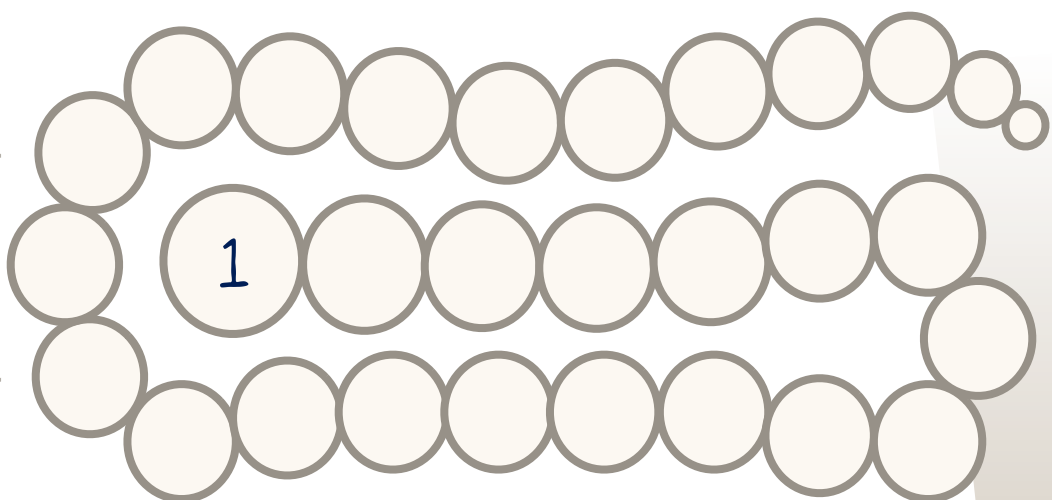
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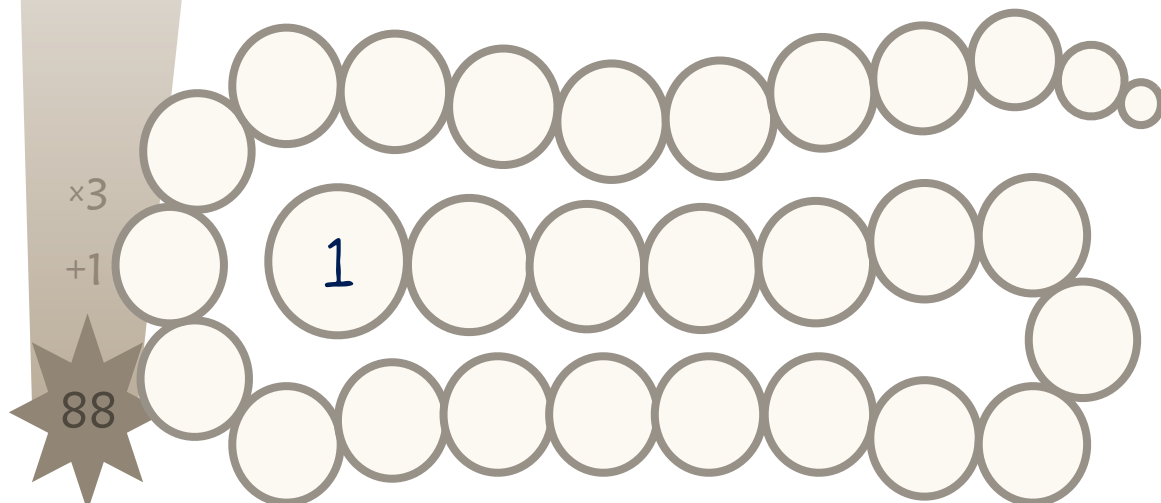
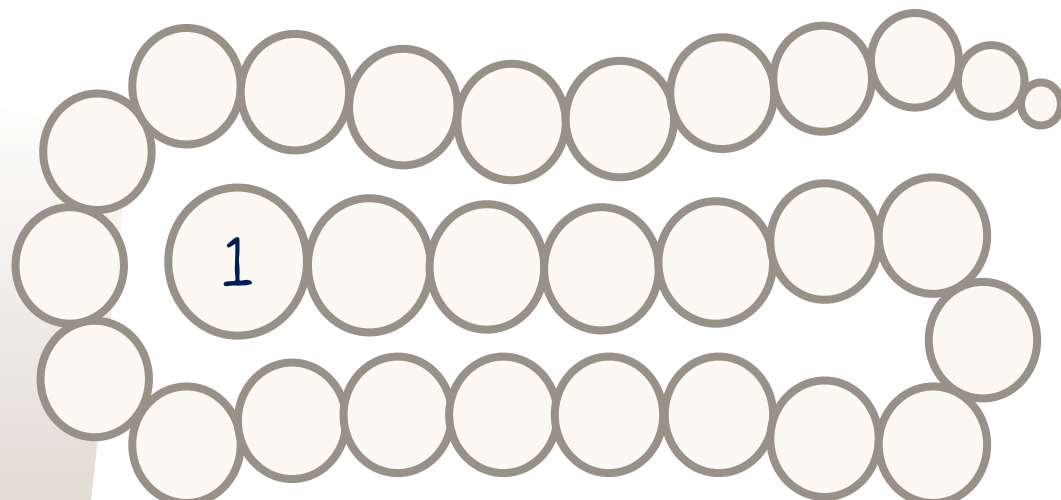
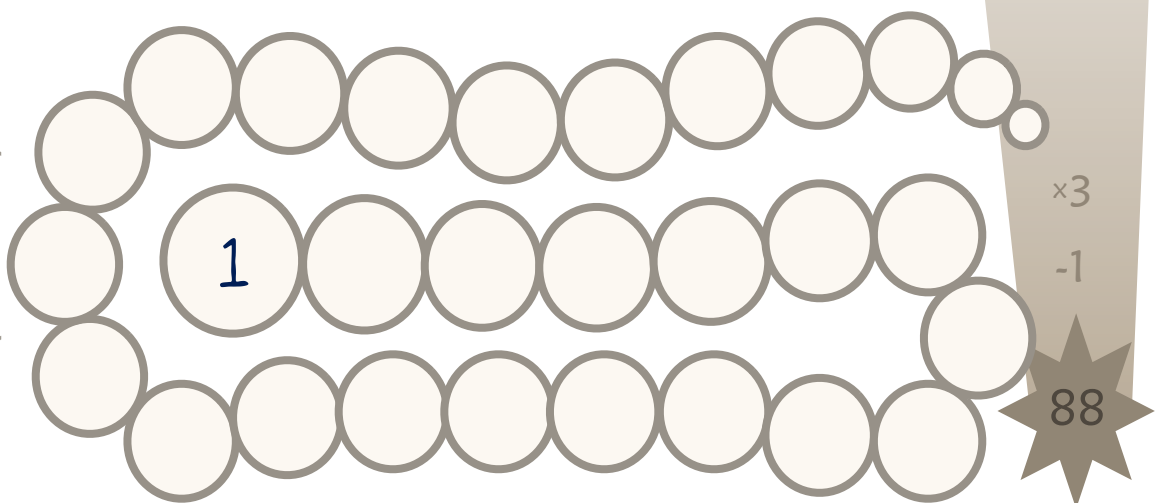


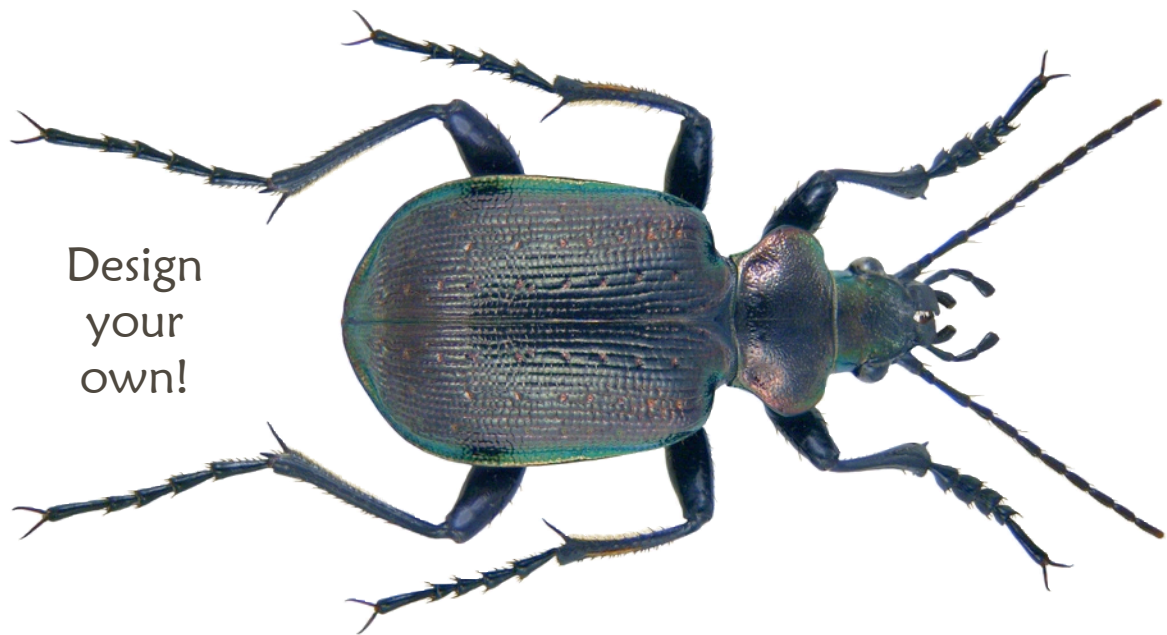


first attempt
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final blitz
(does count)





Design
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own!

