Roblox Obby Arithmetic Adventure!

Introduction (5 minutes):

Ask the student: "Have you ever played an obby in Roblox? What do you do? (Jump, dodge, climb, avoid obstacles, reach the end). Did you know that playing obbies uses math? You need to figure out how far to jump, how many stages are left, or maybe how many points you get! Today, we're going on an arithmetic adventure themed like a Roblox obby to practice our math skills."

Activity 1: Obby Path Planning (Addition & Subtraction - 10-15 minutes):

"Imagine you're designing or playing an obby. Let's use math to figure out where you are!"

- Present problems like: "You start at Stage 1. You successfully jump forward 12 stages. What stage are you on? (1 + 12 = 13)"
- "Okay, you're on Stage 13, but oh no! You slip back 4 stages. What stage are you on now? (13 - 4 = 9)"
- "From Stage 9, you complete the next 15 stages without falling. What stage did you reach? (9 + 15 = 24)"
- Use paper or whiteboard for calculations. Optional: Use graph paper to draw a simple path and visually track the movement.

Activity 2: Stage Points Challenge (Multiplication - 10-15 minutes):

"Different stages in an obby could be worth different points! Let's say: Easy Jumps = 3 points, Lava Dodges = 5 points, Moving Platform Ride = 7 points."

- "Let's roll a die to see how many 'Easy Jumps' you completed." (Student rolls die, e.g., rolls a 4). "Okay, 4 Easy Jumps. How many points is that? (4 x 3 = 12 points)".
- "Now roll for 'Lava Dodges'." (e.g., rolls a 2). "How many points? (2 x 5 = 10 points)".
- "Roll again for 'Moving Platform Rides'." (e.g., rolls a 5). "How many points? (5 x 7 = 35 points)".
- "Great job! Now, what's your total score for this part of the obby? (12 + 10 + 35 = 57 points)". (This incorporates addition review).
- Repeat a few rounds, possibly using two dice for larger numbers if appropriate (e.g., roll two dice, add them, *then* multiply by the stage points).

Activity 3: Timed Trials (Mixed Operations - 10 minutes):

"The final part of the obby is a speed run! You need to complete as many math challenges (problems) as you can before the timer runs out."

- Provide the pre-prepared worksheet with a mix of 4th-grade appropriate addition, subtraction, and multiplication problems.
- Set a timer for 5-7 minutes.
- Say "Go!" and let the student work through the problems as quickly and accurately as possible.
- When the timer stops, review the answers together. Celebrate the number completed correctly!

Wrap-up & Assessment (5 minutes):

"Wow, you used a lot of math skills to conquer our obby adventure today! Which part was the most challenging? Which part felt like the easiest 'stage'? How did thinking about the obby help you with the math problems?"

Review any problems the student struggled with during the activities. Assess understanding based on participation, accuracy in calculations, and ability to apply the operations in the context of the obby scenarios.

Extension (Optional):

Challenge the student to design 2-3 obby stages on paper and create their own math problems based on their design (e.g., how many studs long is a jump, how many points for completing their unique stage).