

Zombie Walk

Purpose:

have some fun while practicing basic integer skills.

Goal:

In this activity you will be using a six sided die and a coin to simulate the random walking of a mindless zombie. Your goal is to reach the brain of the victim or be destroyed by the zombie hunter.



Set-Up:

- Create a number line on a large piece of paper or on a white board. The number should go from -20 to 20 and be in increments of 1.
- Place the zombie at 0.
- Place the “victim” brain at 20 and the “Zombie Hunter” at -20.

How to Play:

- Flip a coin (Heads +, Tails -) record this as “sign1”
- Role a six sided die – record this as #1
- Flip a coin (Heads +, Tails -) record this as “operation”
- Role a six sided die – record this as #2
- The general format of each calculation is: (sign1 #1) operation (sign2 #2)

For example:

You get: H, 5, T, T, 3 so this would be $(+5)-(-3)=+8$ so in this case move your Zombie +8 spaces.

- Record your operations on the large sheet in large print and continue this process until you either win (Brain) or lose (Zombie Hunter).

Practice:

Let’s say that you get the following results; complete the calculation accordingly. Once done ask your teacher or a peer to check your work.

T, 6, H, H, 4

() () =

H, 3, H, T, 4

() () =

