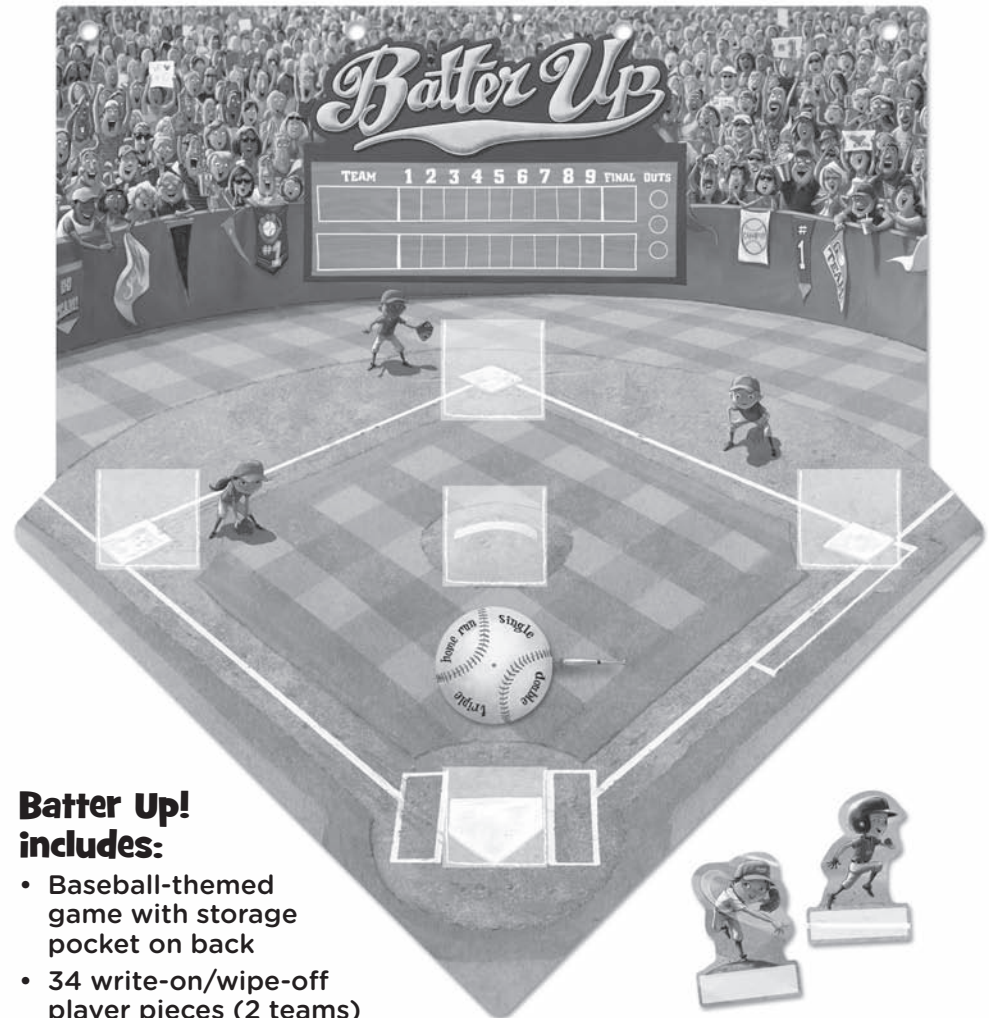


Batter Up!

Whole-class Game

Guide



Batter Up! includes:

- Baseball-themed game with storage pocket on back
- 34 write-on/wipe-off player pieces (2 teams)
- 2 write-on/wipe-off pitchers (1 each team)
- Game guide



Engage Minds, Inspire Discovery.™



www.Facebook.com/EducationalInsights
Facebook is a registered trademark of Facebook, Inc.

Developed in Southern California by Educational Insights.
© Educational Insights, Inc., Gardena, CA (U.S.A.). All rights reserved. Learning Resources Ltd., King's Lynn, Norfolk (U.K.). Please retain this information. Made in China.

www.EducationalInsights.com



Motivate your class to become an all-star learning team with Batter Up! This open-ended, ready-to-use class wall game is a fun way to review for quizzes and tests. Play custom games using your weekly spelling or vocabulary words, math facts, or science and social studies content. Or, use it with grade-level flash card sets.

Before You Begin

1. Hang Batter Up! from magnetic hooks on your whiteboard or on a wall low enough so that students can easily spin the spinner and move their players from base to base. The chart must hang against a flat surface so that the teacher or designated scorekeeper can easily write on the scoreboard.
2. Divide your class into two teams. Have team members sit together in their team “dugout.”
3. Assign team members their player pieces.
4. Have a wet-erase marker available for players to write their names on their pieces when they come up to bat and to keep score.
5. Have one player from each team spin the baseball spinner. The team whose player spins the “biggest hit” comes up to bat first.
6. Place the pitcher for the opposing team in the pocket on the mound in the center of the field.

NOTE: For smudge-resistant recording, use a wet-erase marker. Test your marker on a small area of the scoreboard.

The Pitcher

Depending on the age and experience of your students, appoint a pitcher from the opposing team to “pitch” the questions or pitch them yourself. If students are taking on pitching responsibilities, be sure the answers are clearly marked on the question cards.



Play Ball!

Batter Up! is played much like regular baseball. Students answer questions and move their player pieces around the bases. The winner is the team with the highest score at the end of the game. Here’s how to play:

1. Player 1 comes up to bat.
2. The pitcher pitches the player a question, such as a spelling word or math fact.
3. The player answers the question.
 - *If the player answers correctly*, he or she spins the baseball spinner and moves his or her player piece to the appropriate base. For example, if a player spins a double, he or she moves the player piece to second base.
 - *If the player answers incorrectly*, he or she earns an out and returns to the team’s dugout.

The teacher or scorekeeper records runs in the appropriate inning on the scoreboard. Outs are recorded on the right side of the scoreboard. Use a wet-erase marker to write directly on the scoreboard.

Who’s On Base?

Players keep their pieces on the base to which they “ran” until the next batter scores. Then players move their pieces the appropriate number of spaces toward home plate. For example, Player 1 hits a double and runs to second base. Player 2 earns an out. Player 3 hits a triple. Player 1 runs home, and his or her team scores a run. Player 3 runs to third base, and the next player is up.

4. When a team has earned three outs in an inning, their turn at bat is over, and it is the opposing team’s turn.
5. The team with the most runs at the end of the number of teacher-determined innings is the winner.