The objective of this game is to help students review and study the concepts for a midterm or final test.

The class is divided into two teams. I usually divide the teams by counting one, two, one, two, etc. All the ones sit in the front row and the twos sit in the second row. If there is an uneven number of students, one of the students can volunteer to be scorekeeper at the front with the baseball diamond. Once students are divided into two teams, each team chooses one member of the team to be captain. Then each team chooses a team name for themselves. Each captain of the team has the job of rolling the die. The team with the highest number on the die (one to six) gets to choose whether their team wants to go first or second in the game. The captain is then in charge of choosing the order of whom will “bat” first, second, etc. On the board, the teacher should draw a picture of a baseball diamond with first base, second base, third base and home plate. I usually write up on the board the numbers 1, 2, 3, 4, 5 and 6 and write down what each number means as below:

1-1<sup>st</sup> base
2-2<sup>nd</sup> base
3-3<sup>rd</sup> base
4-Home Run
5-Strike
6- Ball

When the student rolls the die for his/her turn, he/she will have to answer a question correctly to go to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, score a Home Run or incur a strike or ball. Once the student rolls 1, 2, 3 or 4, he/she must answer a question or do an exercise for the appropriate base. If the student gets the correct answer, he/she may be marked with an “X” next to the appropriate base on the board. For example, if the student rolls a “1” and answers successfully a first base question, then on the baseball diamond on the board an “X” is put on first base. The student can only move forward on the bases when the next person on their team who is up to bat answers correctly and moves them forward on the bases just like in a baseball game. Therefore, if he/she is on first base and his/her teammate rolls a three for third base, the first player is allowed to come on home, and the team gains one point.

If the student rolls a “5” and gets a strike, he/she should roll again. After three strikes, that student must forfeit his/her turn. If a student rolls a “6” four times, he/she automatically goes to first base without having to answer a question or do an exercise.

Each team is allowed to play through one time with each member getting a turn at bat to answer according to which base he/she rolls the die. The team accrues points for the correct answers as “batters” come in to the home plate. If the last batter of the team rolls any number below 4 and no one else is on base, the batter may answer the question but it will not count for any points for his/her team. If time is allowed, the two teams may play several rounds. At the end of class after each team has been
able to play the same amount of innings, the team with the most runs wins a prize such as crackers or raisins. I usually give a consolation prize to the losing team such as smarties or some other type of candy.

The questions cover all the concepts learned in the class up to the time of the test and are divided into four parts: 1st base, 2nd base, 3rd base and Home Run. For example, if there are 60 questions you would have 15 first base questions, 15 second base questions, and so forth. If wanted, the easier questions can be used for first base while the hardest are saved for scoring a Home Run. For each base you need to have a single page of all the questions for that base. Each player gets four pages of questions: one page of the first base questions, one page of the second base questions, and so forth. The questions should also be uploaded to a shared student website such as Blackboard. After the game is finished, answers can be uploaded to the website as well.