Function Spy Showdown Rules

Objective

Students will build fluency with function definitions, notation, domain, and range by solving problems competitively in groups. Each team will work at a board and assign roles, including a rotating "spy" who can observe other groups' progress to inform their own strategy.

Group Roles

Group roles will rotate with each round.

Spy	Allowed to leave the group to look at other teams' boards (no speaking, photos, or writing). There is one spy per round.
Presenter	Checks the logic of each step and explains answers at the end of a round. There is one presenter per round.
Recorder	Writes final answers on the team board. All other team members are recorders.

Spies may leave the team **once per round for 30–60 seconds**. They must return and whisper (or note) what they saw to the group without disrupting others.

Game Rules

1. Each group begins with the same problem set displayed on the board or given on paper.

2. All groups work simultaneously.

3. Each spy may observe other boards **once per round**, then report back.

4. Instructor or assistant checks each team's board at the end of the round for correctness.

5. Points can be awarded for:

   o Fully correct solutions (2 pts)

   o Partially correct with solid reasoning (1 pt)

   o First group done with all correct (bonus point)

6. Presenters from chosen groups will explain the solution to a problem to the class at the end of each round.