

# **Free Fall Math**

## **Teacher Lesson Plan**

### **Grade Level: 2nd-5th Grade**

Subject: Mathematics - Arithmetic (Addition, Subtraction, Multiplication, Division)

Duration: 45-60 minutes

### **Learning Objectives:**

- Solve 10 arithmetic problems with increasing difficulty
- Practice fast-paced decision-making through interactive gameplay
- Demonstrate understanding of core math operations through applied problem-solving
- Engage in a collaborative debrief and discuss strategies used during gameplay

### **Standards Alignment:**

- CCSS.MATH.CONTENT.2.OA.B.2: Fluently add and subtract within 20
- CCSS.MATH.CONTENT.3.OA.C.7: Fluently multiply and divide within 100
- CCSS.MATH.PRACTICE.MP1: Make sense of problems and persevere in solving them
- CCSS.MATH.PRACTICE.MP7: Look for and make use of structure

### **Materials:**

- Devices (computer/tablet)
- Headphones (optional)
- Internet access
- How to Play Guide
- Scratch paper

### **Game Setup:**

For Desktop:

Go to <https://hytopia.com/games/free-fall/>.

Select the closest server and click "Play Now." You can play as a guest.

# Free Fall Math

## Teacher Lesson Plan

For Mobile:

Download the Hytopia mobile app and find the Free Fall game.

### **Lesson Procedure:**

- Introduction (10 min): Demo & explain
- Gameplay (25 min): Play Free Fall Math
- Debrief (10 min): Discuss strategies
  
- Extension (Optional): Custom game idea or leaderboard

### **Assessment:**

- Observation & gameplay results
- Post-play reflection or discussion