

Riding the Elevator

Student Directions:

- Draw a tall building with 10 floors. On each floor sketch what might be found there (examples: furniture store, food store, swimming pool, library, art museum, exercise rooms, clothing stores, etc.). On each floor, draw a box with the number of the floor.
- Play “Riding the Elevator” Game

Rules of the game:

1. Hang your drawing on the wall.
2. Place a clothespin at the entrance of your tall building on the ground floor (0).
3. Get a dot or number cube and make 5 cards with a plus (+) sign and 5 with a minus (-) sign. (You may draw pluses and minuses on index cards or cut paper.)
4. Roll the die and draw a card from the stack to show where to move on the elevator. A minus on one cube tells you to take the elevator down, and a plus tells you to take the elevator up. The number cube tells you how many floors to go up or down.
5. The clothespin will “ride” the elevator up and down during the game. Move it up and down inside the elevator after each roll of the dice. ***If you roll a number that takes you beyond the 10th floor or below the ground floor, roll again.**
6. Using the table provided, keep a record of where the elevator stops after each roll of the dice and how many floors you went up or down before it stopped.

Example: Your first roll is a 4 and you draw a plus card. Your second roll is a 2, and you draw a minus card.

	Starting Floor	Ending Floor	Net Change
Roll 1	Ground (0)	4	+4
Roll 2	4	2	-2

***Remember that the starting floor on each roll will be the same as the ending floor on the previous roll.**

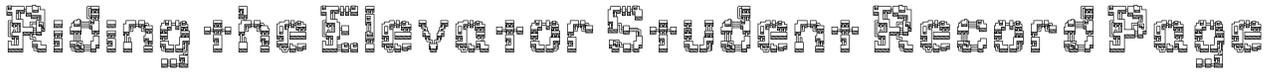
7. Roll the die and draw plus and minus cards from your deck until you have changed floors 10 times. On what floor did you stop?

Use the number line on the “Riding the Elevator Student Record Page” to help you keep track of what floor you are on at the end of each roll.

☆ If you have time, use your record page to write a story about your adventures in the building while riding the elevator.

Name _____

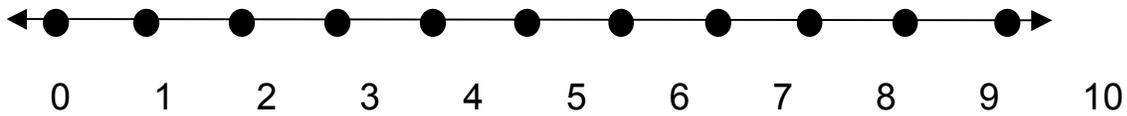
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Record your starting and ending floor after each roll of the dice.

	Starting Floor	Ending Floor	Net Change
Roll 1	Ground (0)		
Roll 2			
Roll 3			
Roll 4			
Roll 5			
Roll 6			
Roll 7			
Roll 8			
Roll 9			
Roll 10			

Trace your journey up and down the floors in the elevator using the number line below.
Use a different colored crayon to trace each move.



1. At the end of the game, on what floor did you stop? _____
2. What was your total net change in floors after 10 rolls of the dice? _____
3. Why do you suppose hotels do not use 0 to represent the bottom floor?

4. What are some of the names that hotels or other buildings might use for the floors beneath the 1st floor?
