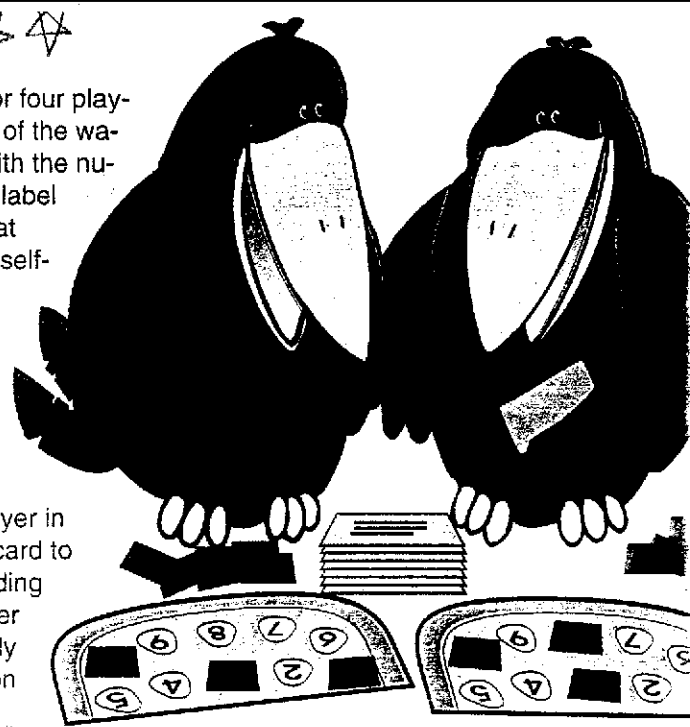


Melon Math

If you're looking for some appetizing math practice, this game for four players is the perfect choice. To make the game, duplicate four copies of the watermelon pattern on page 9. Program the seeds on each pattern with the numerals from one to ten; then color the resulting gameboards. Next label about 50 construction-paper cards with different math problems that have answers from one to ten. Program the backs of the cards for self-checking. Also program five or six blank cards with different player instructions like "Cover any answer on your gameboard," and "Overripe melon. Lose your turn." You will also need 40 one-inch black construction-paper squares. Laminate, cut out, and store the game components in a resealable plastic bag.

To play the game, each player needs a watermelon gameboard and ten black construction-paper squares. One player shuffles the game cards and places them faceup on the playing area. Each player in turn draws the top card and provides an answer; then he flips the card to check his answer. If the player is correct, he covers the corresponding seed on his gameboard. If he is incorrect, his turn is over. If a player gives a correct answer but that answer on his gameboard is already covered, his turn is over. The first player to cover all the answers on his gameboard wins.



The Watermelon Patch

Writing a story about watermelon facts is twice as much fun when a magic school bus is involved. Read aloud your favorite book in Joanna Cole's *The Magic School Bus*™ series. Then enlist your students' help in creating a book that features yourself, your students, a magic school bus, and plenty of watermelon facts. To begin, challenge students to brainstorm ideas for explaining each fact from page 3. Record your students' ideas on the chalkboard; then use these ideas as you compose a class story titled "A Magic School Bus At The Watermelon Patch." To make a big book, copy the resulting text onto a series of large story pages. As a class, determine a color scheme for the book; then have students work together to illustrate the story pages. Bind the completed pages between poster-board covers.



Melon-Patch Ponderings

Sweeten your students' problem-solving skills with this daily activity. Each morning read aloud or post a watermelon problem (see the sample problems shown) for students to ponder. Challenge students to create solutions for the problem before the end of the school day. If desired, have students record their solutions on copies of page 10. Then, at the end of the day, set aside time for the students to share their solutions with their classmates. As an added challenge, invite students to submit watermelon-related problems for their classmates to ponder.

Darcy Gruber
Delavan, WI

Farmer Frank has a watermelon in his patch that weighs over 200 pounds! It is your job to move the melon from the patch to the county fair five miles away. Use words and pictures to show three ways you could move that huge melon!

There was so much cooling rain and hot sun this summer that all the watermelon patches grew more watermelons than usual. Now your town has too many watermelons, and the townspeople are tired of eating them. Use words and pictures to name five other uses for all the extra watermelons.

You have invited three friends to your house to enjoy a large slice of watermelon, but you can't find any knives to slice the melon. Use words or pictures to show three ways you could cut or break open the watermelon.

What if the United States decided to use watermelons for money instead of coins and bills? What would be two advantages of this system? What would be two disadvantages?