

FR Quad Instructions

1. Split your class into groups of 3-4 students. Assign each group a different colored whiteboard marker.
2. Randomly choose two squares (like 2d and 3b) to be the Magic Squares. Do not reveal this to students until the end.
3. Each team gets 4 FRQ questions, all with parts a-d.
4. Project the FR Quad gameboard (below). There is a square for every question number and part.
5. Teams work to complete the FRQs in whatever order they wish. Once they have an answer, they write it in the proper box on the screen using their team's colored marker. If another group believes the answer is wrong, they can write their own answer beneath it.
6. Once a team has written in a particular square, they cannot write in that square again, even if they want to modify their answer.
7. Only one person from each group can be at the board at a time. All other group members must stay at their table.
8. Special points are given for completing a full FRQ, correcting someone else's answer, answering a part (d) question, having the most correct answers on the board, having 4 in a row, or having answered a question in a Magic Square. See point values below.
9. Once all the questions are completed or there are only 5 minutes remaining in class (whichever comes first), reveal what color won each square. Have students calculate their totals and award a prize for the first-place team.

Encourage group members to be strategic in choosing what problems they want to attempt and if they want to divide and conquer or all work together.

Modification: Instead of using the projected FR Quad grid, consider putting each number and part on a separate chart/poster paper and hanging them up around the room. This will allow for more room for justifications and corrections as well as a more permanent record of their learning, allowing for reference during review.

	1	2	3	4
a				
b				
c				
d				

Points are awarded as follows:

- Connect 4=10 Points
- Most squares filled=10 Points (if tied, both teams get 5 points)
- Magic Squares (there are 2)=10 Points each
- Make a correction to another team=5 Points (and ownership of the square)
- Part (d) bonus= 2 Points
- Full FRQ (a-d)=5 Points (+10 points for Connect 4, part (d) bonus already included)