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Introduction: The Amazing Race is a game in which teams of two compete in order to win the race. For this event, teams of two will either consist of a student and his or her parent or guardian, or teams of two students and two parents/guardians if students are competing against adults. Teams will receive an initial question. The question will be the same for all teams. The answer to the question will take the teams to the next question (check point). The first team to complete all check points (answer all questions correctly) wins.

Materials:

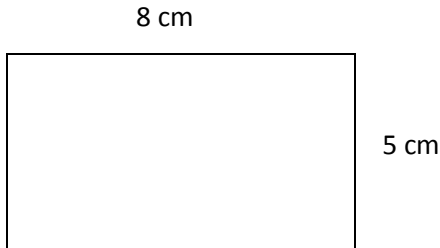
- x manila envelopes, to be used to hold questions at each check point (where x equals the number of questions/check points. There can be 10-20, depending on the amount of time allowed to play the game.)
- x·y sheets of paper, that will have questions on them in each manila envelope (where y equals the number of teams competing. Each envelope must have one question per team.)
- Pencils for each team to use to answer questions (questions can be answered on the paper provided).

Directions and Rules:

- Each team will receive an envelope with a question. The members of the teams will answer the question.
- The answer will indicate which check point the teams will travel to next (i.e. the answer from the previous question will be labeled on the envelope for the next question).
- Large manila envelopes containing questions will be scattered around the room. The envelopes will be in plain sight, but it is up to each team to come up with the correct answer from the questions in order to locate the correct envelope.
- Teams will move from question to question as they come up with correct answers.
- Occasionally, an envelope will contain a road block. A road block will be a physical challenge that a team must perform in order to receive the next clue. Road blocks will include:
 - 3-legged race of two people (if there are teams of three)
 - Crab crawl across the room (one person gets the clue and brings it back to the team)
 - Spin around a bat and walk across the room to the clue (one person/team)
- The first team that answers all the questions correctly wins.

Sample Questions:

1. Following this pattern: 2,4,6,8,..., what is the 20th term.
2. Given a rectangle:



What is the perimeter of the rectangle?

3. What is the mean of the given set of data, to the nearest tenth?
21,14,5,1,10,6,42,10,9,4
4. Convert the following fraction to a percentage: $\frac{5}{8}$
5. Add the following, and give your answer as a mixed number in lowest terms: $\frac{9}{4} + \frac{11}{20}$
6. Subtract the following, and give your answer as an improper fraction in lowest terms:
 $6\frac{1}{2} - \frac{5}{6}$
7. Solve for x: $(5+7)-x=6+4-2$
8. Solve for x: $\frac{x}{10} = \frac{4}{8}$
9. Using 3.14 as π , find the area of a circle with a radius of 5 inches to the nearest tenth.
10. Find the mode for the given set of data:
1,6,7,12,4,3,7,5,6,7,31,9,10,14,1

- | | |
|-----------------|-----|
| 40 | 1. |
| 26 cm | 2. |
| 12.2 | 3. |
| .625 | 4. |
| $33\frac{1}{2}$ | 5. |
| $17/3$ | 6. |
| 4 | 7. |
| 5 | 8. |
| 78.5 sq. in. | 9. |
| 7 | 10. |