

## “Nemeth in a Box- Game” Transcript

[Rosenblum] Nemeth in a Box for Middle School Students developed by Susan Osterhaus, Texas School for the Blind and Visually Impaired; Dr. Tina Herzberg, University of South Carolina Upstate; and Sara Larkin, Iowa Educational Services for the Blind and Visually Impaired. One of the games in Nemeth in a Box is "Which One Doesn't Belong?" Let's have Sara Larkin walk us through how to use this game with your students.

[Larkin] We gave them just a two by two array of four different expressions. In this case we have 0.5, 0.25, 0.75, and then 0.3 repeating. And of course they are taking out this braille sheet that's labeled, "Which One Doesn't Belong," and they're looking at those expressions in Nemeth Code. And then this is an opportunity for them to really use discourse; having that conversation about a topic. So in this case, the students try to figure out which of these doesn't belong, but not just that, WHY doesn't it belong? That's what's cool about this one, all of them don't belong, but for a different reason. So we have 0.3 repeating, as it's not finite because it's a repeating decimal. Yeah, so it's the only one that's repeating, so they're using that terminology. 0.3 because the others are quarters. Same answer, but a different reason. How about the others? For instance, 0.5 only has one place after the decimal, so that one doesn't belong, and because it's only in the tenths column. So again, same answer, but different reason, and then 0.75 doesn't belong because it is the only one over 0.5, or greater than 0.5. We got a different one, 0.75, because the numerator isn't a one. So we've got our 0.5 would be like one half, 0.25 would be like one fourth, 0.3 repeating is one third, and, yes, 0.75 would be three-fourths, not a numerator of one.

[Rosenblum] Sara Larkin did a great job talking about why three of the numbers didn't belong. We're going to leave it to you and your students to determine why 0.25 doesn't belong. We know you and your students will enjoy this game.