

About this Demo Game

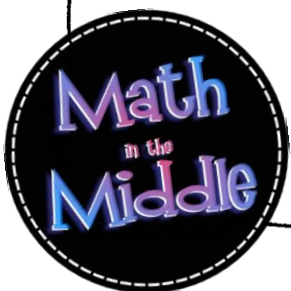
This purpose of this **Demo** Claw Machine Game is to give you a preview of how the claw machine games work and to ensure that the claw machine games work on your computer. If this demo game runs on your computer then any of the claw machine games available in my store will work for you!

I have claw machine games covering a variety of Middle School Math topics.

Please check out my complete collection of claw machine review games here:

<http://bit.ly/29XdWYd>

Thanks so much!





Claw Machine Game Help

Simply double-click on the claw machine game to begin playing the game with your class!

If the game does not open automatically in your browser, or if you have multiple browsers installed on your computer and want to pick a specific one to use, first extract the claw machine htm file from the zip folder. Then right click on the file and click on "open with" and select your browser of choice (i.e. Google Chrome, Firefox, Internet Explorer, Opera, Safari).

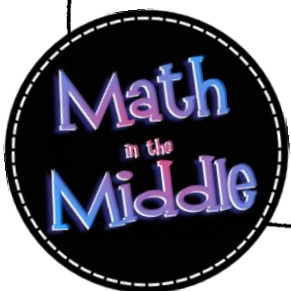
If you are using an older computer and do not have a compatible browser already installed, you can download Google Chrome for free (<https://www.google.com/chrome/browser>) and then follow the directions above to select Google Chrome as your browser of choice for the claw machine game.

Need further technical assistance? Send me an email at mathinthemiddleblog@gmail.com and I will be happy to help!


Thank you for your purchase! I hope you and your students enjoy this game!! (Read on for instructions on how to play).

Thanks,
Christina

[Math in the Middle](#)





How to Play


When the game opens, click the "Start Game" button located in the bottom of the claw machine. Click  or hit the f11 key on your keyboard for full screen.

Select the number of teams with which you would like to play. If you do not want to play the game competitively, choose "play without teams".

If you have an interactive whiteboard that works by touch, you can have students toss a koosh ball or small stuffed animal at the board to activate the crane. If you do not have a compatible interactive board, simply click on the screen to drop the crane and pick up a card.

When the question card appears, give your students time to answer and then have them give you their answers. You can show the correct answer by clicking the "Answer" button on the question card. Then click "Continue" to award points to the teams. Click the  button to award points to teams that got the question correct (it will automatically award them the correct number of points that the question was worth). You can either not give points to teams that got the answer incorrect or you can subtract the points from them by clicking the . Once you are done awarding points, click the checkmark to continue.

There are 5 cards per category. Once all the cards in a category have been selected that category will disappear from the claw machine.

If at any time throughout the game you need to adjust the score, you can click the  button in the bottom right-hand corner of the screen. This will allow you to adjust the scores in increments of 100 points.

Once all questions have been asked, the game will end and will display the final scores and rankings of each team. (If you run out of time and need to end the game early, you can click "End Game" to get to the final scores and rankings page, as well).