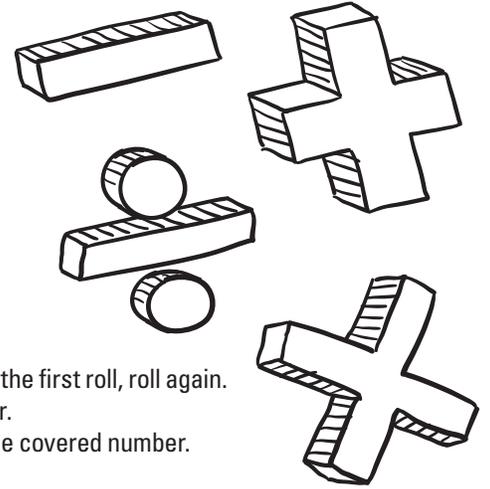# A-Mazing Functions

Building Fluency: follow a given rule or identify a rule

Materials: game marker, a die, 32 counters/cubes to cover circles on gameboard

Number of Players: 2

Directions:
1. Cover each circle with a counter/cube.
2. Place player markers on "start".
3. Roll the die and move your marker that number of spaces around the maze. If you roll 1 on the first roll, roll again.
4. If you land on a covered space, name the function rule that is covered by the counter.
5. Tell how the number before the covered number becomes the number that comes after the covered number.

Example:

28	◯	48

Player says, "The function rule is plus 20 because 28 plus 20 equals 48".
Once player removes the counter they'll see if function rules is correct.

28	+20	48

6. If you are correct, keep the counter. If you are not correct, return the counter onto the space.
7. Winner is the player who has the most counters at the end of the game.

Variation/Extension: Students can create their own gameboard with function rules, which could include x and ÷.
An additional gameboard is included for youe convenience.

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