

No Leftovers Wanted!

Building Fluency: products of whole numbers and their relationship to rectangular arrays

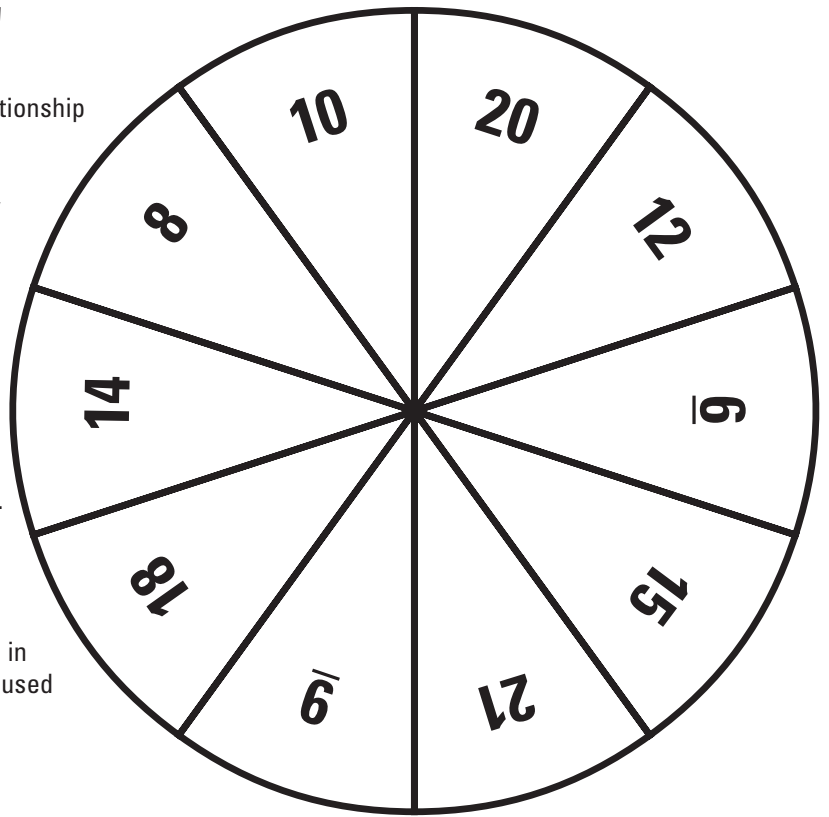
Materials: gameboard, a die, spinner (pencil and paperclip), 21 color tiles, cubes, or counters

Number of Players: 2

Directions:

1. Player spins the spinner and takes that number of counters.
2. Player rolls the die to see how many equal rows will be in the array. Then the player builds the array.
3. The number of counters in one row is the player's score. The player's score is doubled if there are no leftovers.
4. Players record their score after each turn.
5. The winner has the highest score after six rounds.

Variation/Extension: Use the area or number of blocks used in the array to be the score. Use the area or number of blocks used in the array minus the leftovers to be the score.



PLAYER 1

Turn	# of Counters	# of Equal Rows	# in Each Row	# of Leftovers	Score
1					
2					
3					
4					
5					
6					

PLAYER 2

Turn	# of Counters	# of Equal Rows	# in Each Row	# of Leftovers	Score
1					
2					
3					
4					
5					
6					