In-Class Game

Double or Take Away

◉ Get Ready! _____

Separate the students into pairs.

- Double or Take Away master, p. 2
- number cubes 🎲

◉ Get Set! _____

Make a copy of the Double or Take Away master on page 2 for each student in the class.

◉ Go! _____

- Player A rolls two number cubes and uses the numbers on the cubes to form a two-digit number. Then Player B can either double the number, subtract any square number, or subtract any cube number. Player A then either doubles the number, subtracts any square number, or subtracts any cube number. Play continues until someone reaches 0. A sample game is shown below if Player A rolls 6 and 3.

A	B
The number is 63.	Subtract 7^2 or 49. $63 - 49 = 14$
Double 14. 28	Subtract 5^2 or 25. $28 - 25 = 3$
Double 3. 6	Double 6. 12
Subtract 2^3 or 8. $12 - 8 = 4$	Subtract 2^2 or 4. $4 - 4 = 0$

Player B is the winner of this round since he or she reached 0 first.

- Players alternate turns and receive 5 points when they win a round.

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Work with a partner.

- Player A rolls two number cubes and uses the numbers on the cubes to form a two-digit number. Then Player B can either double the number, subtract any square number, or subtract any cube number. Player A then either doubles the number, subtracts any square number, or subtracts any cube number. Play continues until someone reaches 0. A sample game is shown below if Player A rolls 6 and 3.

A	B
The number is 63.	Subtract 7^2 or 49. $63 - 49 = 14$
Double 14. 28	Subtract 5^2 or 25. $28 - 25 = 3$
Double 3. 6	Double 6. 12
Subtract 2^3 or 8. $12 - 8 = 4$	Subtract 2^2 or 4. $4 - 4 = 0$

Player B is the winner of this round since he or she reached 0 first.

- Players alternate turns and receive 5 points when they win a round.

A	B

A	B

A	B

A	B