In-Class Game

Number Crunching

Get Ready! ______

Separate the students into pairs.

- Number Crunching master, p. 2
- Number Crunching Cube masters, pp. 3-4
- 10 counters per student







Get Set!

Make a copy of the Number Crunching master on page 2 for each student in the class. Make a copy of the Number Crunching Cube masters on pages 3 and 4 for each student in the class. Have students cut out each cube, fold, and tape or glue the ends. Give each student 10 counters.

● Go! _____

• A player rolls both cubes and follows the directions on Cube B using the number shown on Cube A. The table below shows some possible combinations.

Cube A	Cube B	Action		
3	square	Since $3^2 = 9$, cover the square with 9 in it.		
2	cube	Since $2^3 = 8$, cover the square with 8 in it.		
1	times 3	Since $1 \times 3 = 3$, cover the square with 3 in it.		
4	divided by 2	Since $4 \div 2 = 2$, cover the square with 2 in it.		
5	square minus number	Since $5^2 - 5 = 25 - 5$ or 20, cover the square with 20 in it.		
6	half of 3 times number	Since $\frac{1}{2} \times 3 \times 6 = 1\frac{1}{2} \times 6$ or 9, cover the square with 9 in it.		

If all of the possible squares are already covered, the player loses a turn.

 The players alternate turns until the first player to get three in a row horizontally, vertically, or diagonally wins.

In-Class GameNumber Crunching

Work with a partner.

- A player rolls both cubes and follows the directions on Cube B using the number shown on Cube A. If all of the possible squares are already covered, you lose a turn.
- Alternate turns until the first player to get three in a row horizontally, vertically, or diagonally wins.

125	18	6	15	$7\frac{1}{2}$
1 1 2	1	36	27	20
30	4	25	64	8
3	9	16	1/2	$2\frac{1}{2}$
0	4\frac{1}{2}	12	216	2

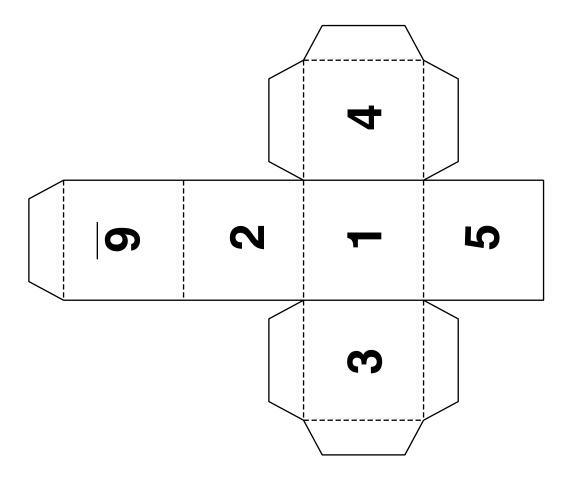
In-Class Game

Number Crunching Cube A

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.



In-Class Game

Number Crunching Cube B

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.

