

Box Cars and One-Eyed Jacks

GRADE 4-6
FACT FLUENCY

JANE FELLING

TREATY SIX CONFERENCE

Edmonton, AB

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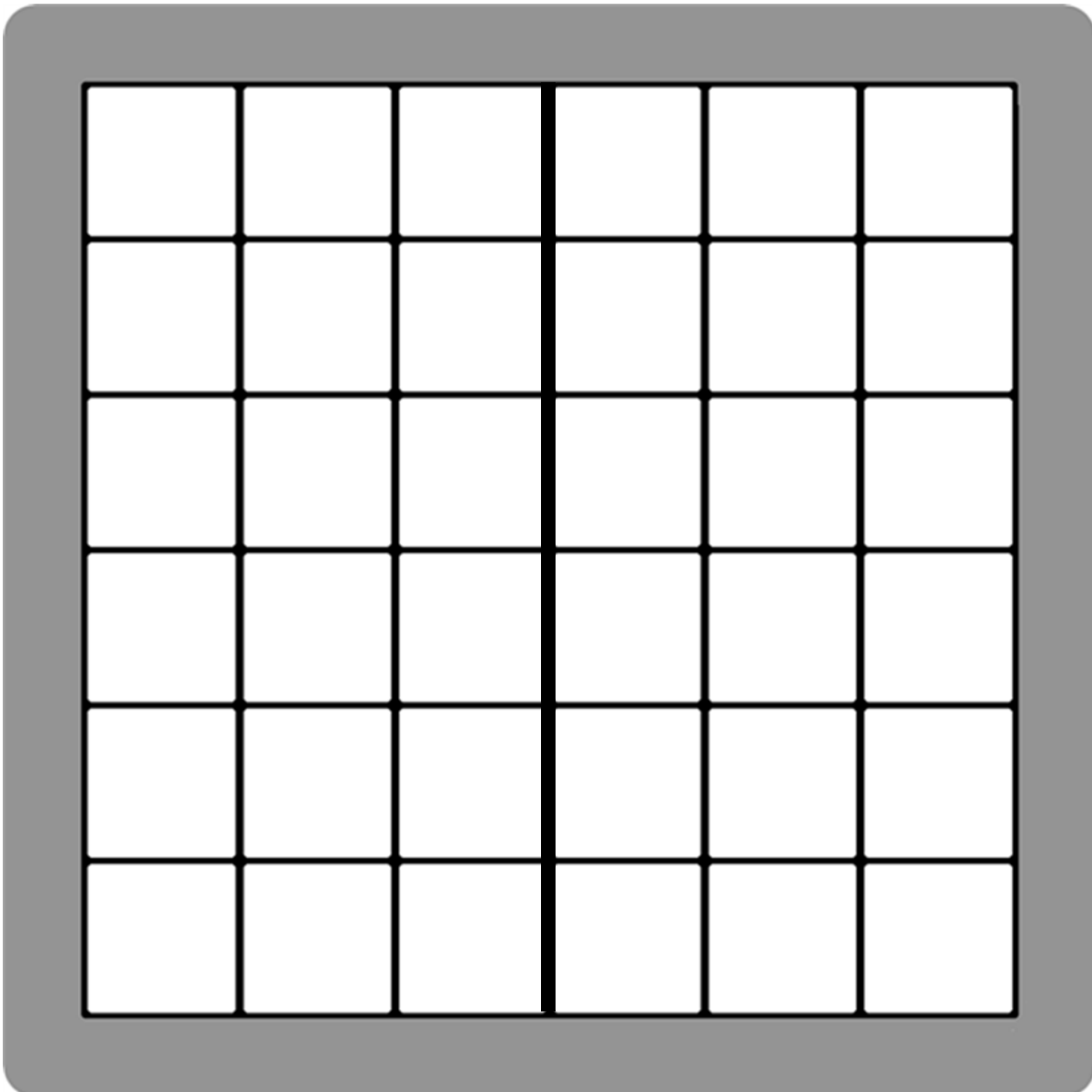
 [BoxCarsEduc](https://twitter.com/BoxCarsEduc)

 [BoxcarsEducation](https://www.youtube.com/BoxcarsEducation)

36 / 72 SLAM DUNK

PLAYER
ONE

PLAYER
TWO



- ▶ Each player takes 18 dice of own color.
- ▶ Each player rolls 2 or 3 dice, multiplies.
- ▶ Player with greatest product places them into their side of the tray, least product places in lid.
- ▶ Player with the most dice in their side of the tray at the end of the game wins.

BASIC FRACTION HORSE RACE

BASIC FRACTIONS WORK AND SCORE SHEET

GAME NUMBER	MY ROLLED FRACTION	MY REDUCED FRACTION <i>(if necessary)</i>	MY PARTNER'S FRACTION	MY PARTNER'S REDUCED FRACTION <i>(if necessary)</i>	RECORD AND CIRCLE WHICH PLAYER HAS THE LEAST FRACTION	
					ME	MY PARTNER
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
POINT TOTAL						

SLAM DUNK WITH REGROUPING

MY ROLLS

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MY ROLLS

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MY ROLLS

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MY ROLLS

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SLAM DUNK WITH REGROUPING

MY ROLLS

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		<input type="text"/>	<input type="text"/>	
-		<input type="text"/>	<input type="text"/>	
		<hr/>		
		<input type="text"/>	<input type="text"/>	

MY ROLLS

	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		<input type="text"/>	<input type="text"/>	
-		<input type="text"/>	<input type="text"/>	
		<hr/>		
		<input type="text"/>	<input type="text"/>	

MY ROLLS

	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		<input type="text"/>	<input type="text"/>	
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		<input type="text"/>	<input type="text"/>	

MY ROLLS

	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
		<input type="text"/>	<input type="text"/>	
-		<input type="text"/>	<input type="text"/>	
		<hr/>		
		<input type="text"/>	<input type="text"/>	

WHAT'S UNDER MY THUMB MULTIPLICATION

LEVEL: 2 - 3

SKILLS: missing factor, division

PLAYERS: 1 vs 1

EQUIPMENT: tray of dice (each player needs 18 of their own color), gameboard

GOAL: To figure out the missing factor under the other player's finger.

GETTING STARTED:

Player One turns their back to Player Two and secretly rolls two of Player Two's dice (rolled 5 and 4, covered the 4 with a finger), multiplies the two dice together to get the product of 20. Player One then turns around so Player Two can see the 5 and the die (4) covered by Player One's finger. Player One then says "Twenty is my product! What's under my thumb?" Player Two figures out that 5 times 4 equals 20 and says "FOUR". Player Two records the 5 on the line for one factor, records the 4 in the box for the missing factor and records the product (20) into the product location. Since player Two was correct, Player Two places both dice into their side of the tray. Players continue to alternate turns secretly rolling two of the other player's dice, multiplying them and saying the sentence. If players give an incorrect answer, the dice go into the lid. The player with the most dice in their side of the tray at the end of the game wins.

EXAMPLE:

Player One rolled 4 and 5, covered the 4 and said "**20 is my product! What's under my thumb?**"

Player Two filled in the 5 x 4 = 20 on the paper and said "**FOUR**".

Since Player Two was correct, they placed their dice into their side of the tray. (incorrect answers go in lid) .

PLAYER ONE

___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	TOTAL DICE IN TRAY =

PLAYER TWO

___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	___ x ___ =
___ x ___ =	TOTAL DICE IN TRAY =

SUPER MUSH HORSE RACE

	TARGET	<input type="text"/>
1.	_____ =	_____
2.	_____ =	_____
3.	_____ =	_____
4.	_____ =	_____
5.	_____ =	_____
6.	_____ =	_____
	TOTAL POINTS	<input type="text"/>

	TARGET	<input type="text"/>
1.	_____ =	_____
2.	_____ =	_____
3.	_____ =	_____
4.	_____ =	_____
5.	_____ =	_____
6.	_____ =	_____
	TOTAL POINTS	<input type="text"/>

- ▶ All dice are super mushed.
- ▶ Referee calls target.
- ▶ Teams now use all their dice to make math sentences that equal the target.
- ▶ All operations can be used and 3-4 dice must be used in each sentence.
- ▶ Score 5 points per sentence.

RACE WITH RULES - MULTIPLICATION

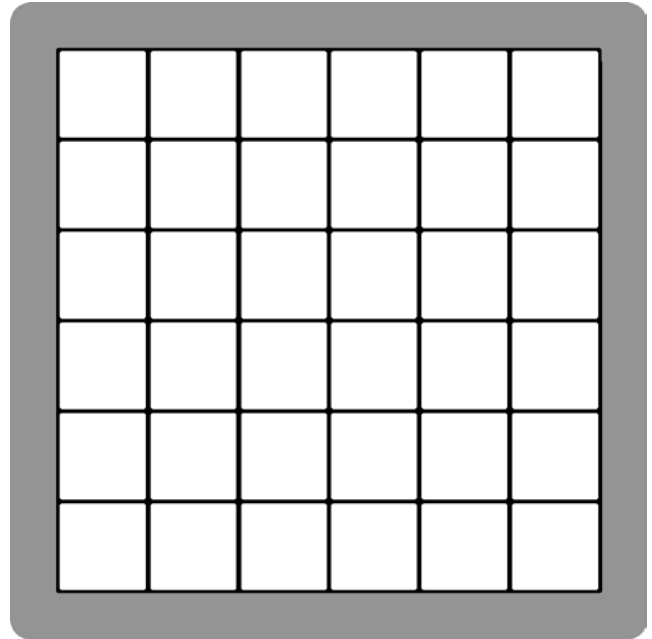
	EVEN PRODUCTS	PRODUCTS OF DOUBLES	ODD PRODUCTS	
PLAYER ONE				
PLAYER TWO				

- ▶ Each player takes 18 dice of own color.
- ▶ Players will be cycling through the following : EVEN, DOUBLES, ODD products.
- ▶ Each player rolls 2 dice looking for EVEN product. If EVEN, they can place into their side.
- ▶ Next roll they need doubles and so on.
- ▶ First player to fill in their entire side is the winner.

PATTERN PUT AWAY

RECORDING SHEET

Partners Names:



The name for our pattern is:

The way we would describe our pattern is:

We think our pattern is interesting because: