

Box Cars and One-Eyed Jacks

MATH
FUN"DICE" MENTALS
GR 4-6

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MIGHTY PEACE
TEACHERS CONVENTION

GRANDE PRAIRIE, AB

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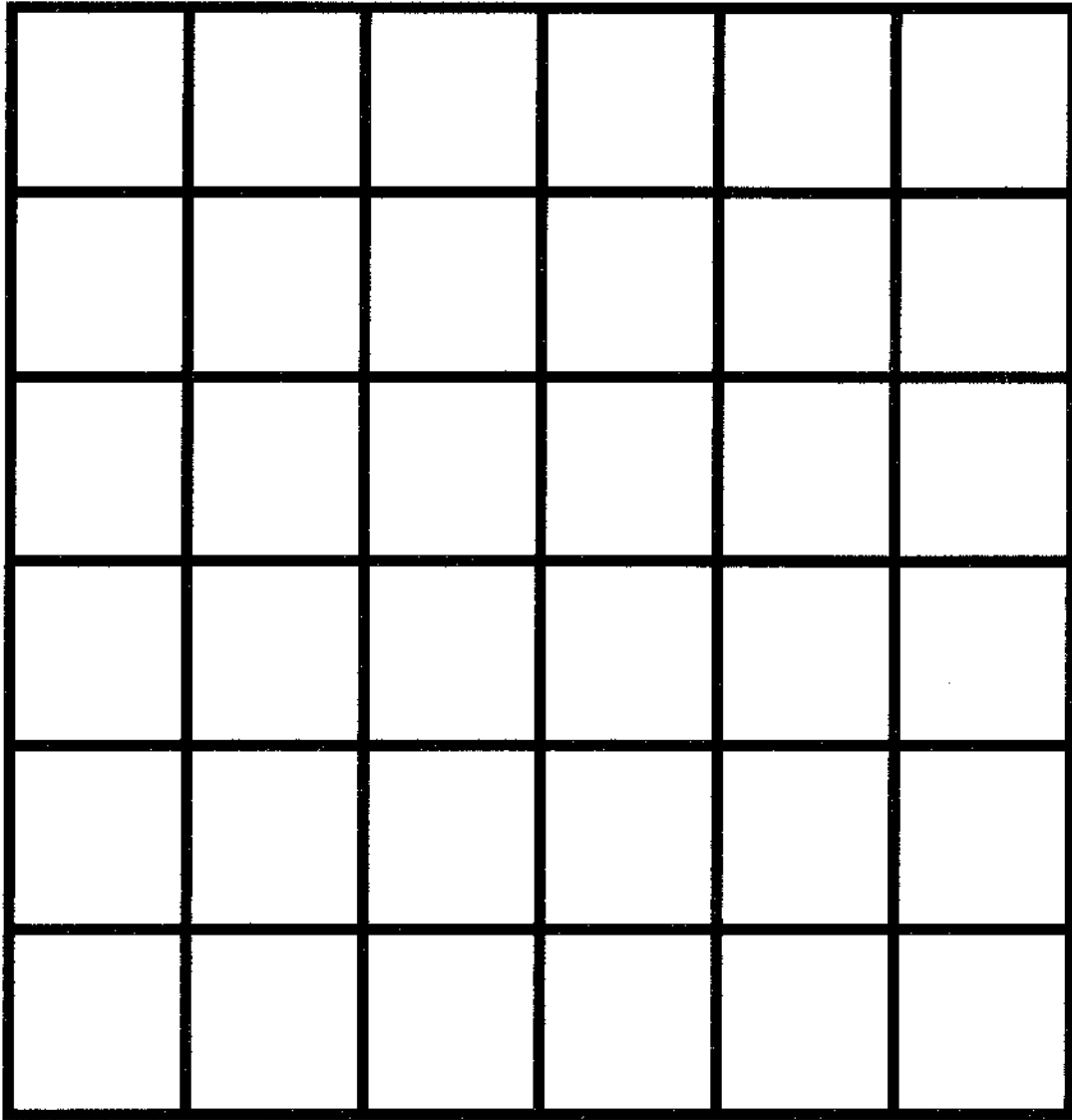
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Primary Super Mush

Object of the Game: Get all the dice into the tray with no dice left over.

Preparation: Partners "Super Mush" the dice for about 10-15 seconds, thoroughly mixing them. Next, partners choose a "Target Number" (randomly / by rolling a die / flipping over a card).

How to play: Partners work together and use 2 or 3 or 4 or 5 dice to create a math sentence that equals the target number. They put the dice into the tray. Partners again use between 2 to 5 dice to create another math sentence that equals the target number and place those dice into the tray as well. Partners continue to select dice to make math sentences until all the dice are in the tray or until they can't make a math sentence that equals the target.

ROCK & ROLL

ROLL REGULAR DICE TO BUILD PLACE VALUE AS FOLLOWS

2 DICE:									TENS / ONES
3 DICE:									HUNDREDS / TENS / ONES
4 DICE:									THOUSANDS / HUNDREDS / TENS / ONES
5 DICE:									TEN THOUSANDS / THOUSANDS / HUNDREDS / TENS / ONES
6 DICE:	HUNDRED THOUSANDS /	TEN THOUSANDS /	THOUSANDS /	HUNDREDS /	TENS /	ONES			

Roll dice, arrange for greatest possible number

First to call ROCK & ROLL scores 5 POINTS

All other players must freeze their dice when ROCK & ROLL is called.

If a player's number is greater than the player who called ROCK & ROLL, they also get 5 POINTS

ROLL	NUMBER	EXPANDED NUMBER						
1	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>							_____
2	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>							_____
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ORDER IN THE COURT

Reject Rolls

Reject Rolls

Reject Rolls

Reject Rolls

Reject Rolls

Reject Rolls

Use Double Sided Dice, 6-sided Dice, or 1-12 Dice

Goal: To get as many fractions in a row as possible

- ▶ Roll one die at a time. (Variation: You may roll all the dice at once and race your partner to line them up)
- ▶ Write the fraction into the chain or put into the reject boxes.
- ▶ Points are awarded at the end of 7 rolls. 1 point for each fraction in the chain.
- ▶ Use Fraction Circles or Fraction Bars to check accuracy.

Fractions “Cents”

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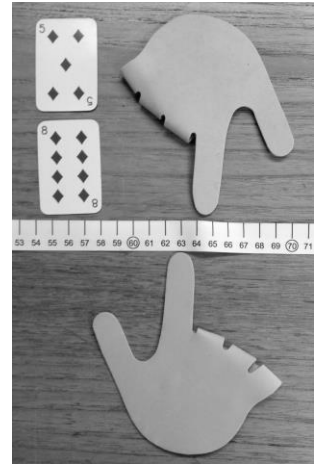
Grades: Grade 6 and up
Concept: Converting fractions to equivalent percent or decimal, mental math, division, estimation
Players: 1 vs 1
Equipment: Cards 1 to 12, Number Line 0-100, fraction/decimal/percent chart
Object / Goal: Earn points by having the most accurate answer when converting a fraction to its decimal or percent equivalent.

Set Up and Play: Each player begins with a deck of about half the cards in the game. Play begins with each player turning turn over the top card of their deck at the same time. Players count out loud “1, 2...5 POINT”. While they are counting, they are mentally arranging the cards into a “Proper Fraction (numerator/top smaller than or equal to denominator/bottom), and estimating/calculating the percent equivalent and recording that on paper. When they say “Point” each player places one finger on the number line at the number they think is correct (it is possible for both players to be on the same point) and say what their answer is. They check their accuracy by referring to the Fraction /Decimal /Percent chart or by using a calculator to divide the numerator by the denominator. If a player is the closest or exactly correct, they collect the cards from that round and place them into their point pile. In the case of a tie both players place the card they turned over into their point pile. If a player has not recorded an estimate, they automatically lose the round.

Example: Player One turned over a 5 and Player Two turned over an 8. When they said “point” Player One pointed to 63 and said “five eighths of 100% is 63%”. Player Two pointed to 65 and said “five eighths of 100% is 65%. 5 divided by 8 is 0.625 (62.5%). Player One was the closest and wins, placing both cards into their point pile.

Variation:

1. The number line is considered “1”. Players say the decimal equivalent when they voice their answer. In the example, Player One would have pointed to 63 and said “Five eighths of one is 0.63”. Player Two would have pointed to 65 and voiced “Five eighths of one is 0.65”. Exact answer is 0.625, Player One wins.
2. The number line is considered 100%. Players say the percent equivalent when they Voice their answer. In the example, Player One would have pointed to 63 and said “Five eighths of 100% is 63%.” Player Two would have pointed to 65 and voiced “Five eighths of 100% is 65%.”. Exact answer is 62.5%, Player One wins.



Round	Fraction	Equivalent	Player 1	Player 2	Observations / Comments
Example	$\frac{5}{8}$	62.5	63	65	Both of us were close!
1					
2					
3					
4					
5					
6					
7					
8					
9					

100 Board Wipe Out

Roll 1	Roll 4
Roll 2	Roll 5
Roll 3	Roll 6

- Roll 3 to 5 dice, record numbers, create math sentence
- Mark on 100 Board at answer or on answer sheet
- Keep making math sentences with same roll until no longer possible, then re-roll
- RECORD IN WRITING ALL MATH SENTENCES.

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