

# Box Cars and One-Eyed Jacks

## Rolling Into Math Grades K-3 (Supplement)

Presented by

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# Betweeners

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**4 Player Version** – Highest doesn't win. Lowest doesn't win. The two between numbers win.


**Betweeners** Variation of Betweeners From Math Attack © Box Cars And One-Eyed Jacks

**Concepts:** Number Sense, Ordering Numbers (whole and decimal)

**Equipment:** One 3inCube die / player

**Goal/Object:** record a number that is between the highest and lowest for the round

**Traditional-** Each player shakes their own 3inCube die and secretly looks at it, mentally determining the possible answers they could use. Each player then secretly records one of their possible answers. Once all the players have recorded their answer, they reveal it to the other players. All players copy all other players' answers onto their own score sheet. The answers are compared, lowest doesn't win, highest doesn't win, between number (or numbers if 4 player game) wins.

**Variations:**

- (1) Players are allowed to create numbers with decimals meaning answers can range from 0.111 to 666.
- (2) Players create multi-operation math sentences trying to have the between answer example  $3+2 \times 1=5$
- (3) Players create mixed fractions example 3 2 1 makes  $3\frac{1}{2}$  or  $1\frac{3}{4}$  or  $2\frac{1}{4}$  2 1 1 can only make  $1\frac{1}{2}$
- (4) For simpler version of the game, each player can use a 1-12 die ( or 1-20 die/player or 1-30 die/player )