

Paddy Eger

Partner

Difficulty Level: Moderate

Math Operations: Subtraction

Time: 10 minutes

Odd Bunch 'A'

OBJECTIVES: To be the first player to uncover 3 game board circles.

MATERIALS:

- 3 dice
- 2 game boards** (blank board included)
- 60 markers (30 for each player in different colors)

BEST USE: Practice subtraction facts.

RULES:

1. Notice each circle shows an odd number. Place 3 markers on every circle on your game board.
2. **Take turns** rolling the 3 dice. On each turn create one or more math equations using 2 or all 3 dice. **The final function must create a subtraction problem.** Tell your partner your equation.

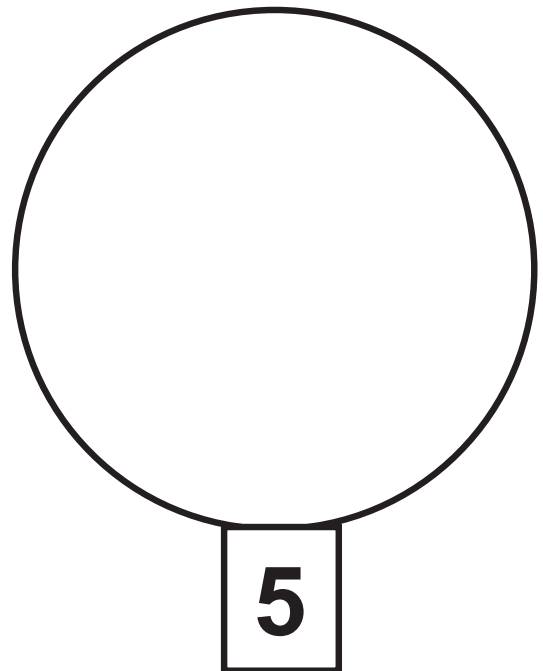
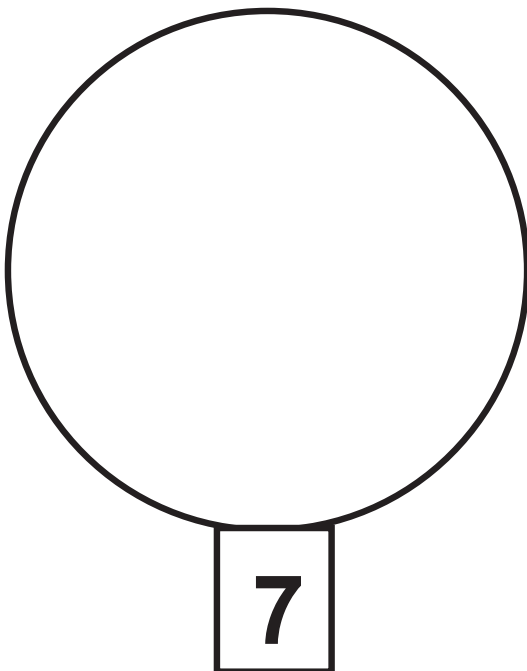
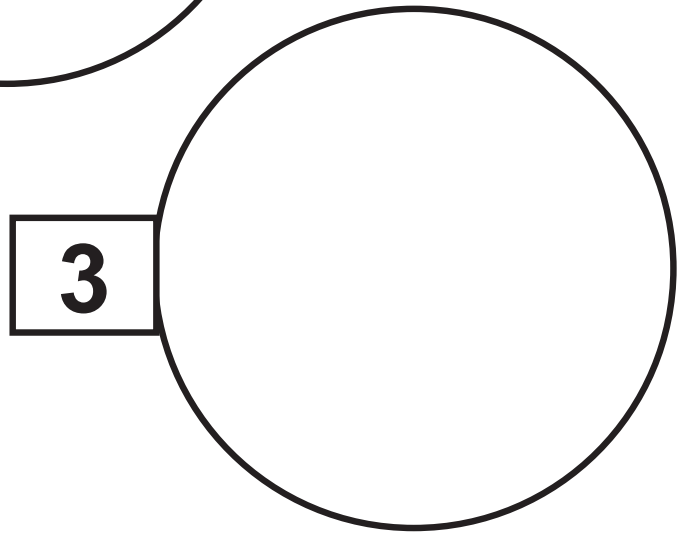
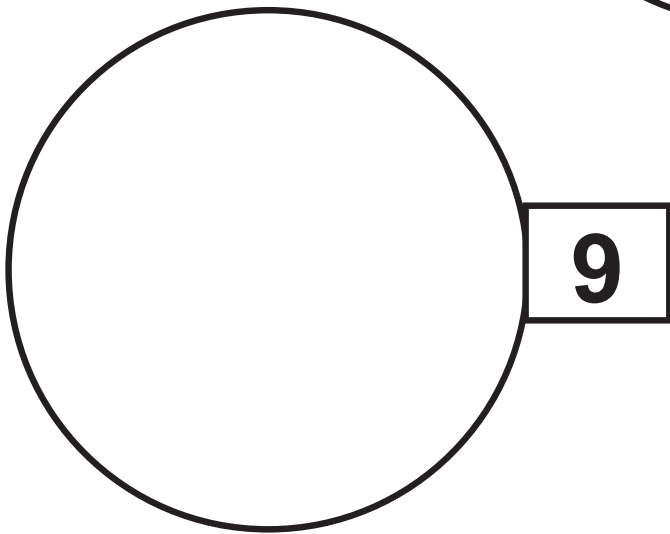
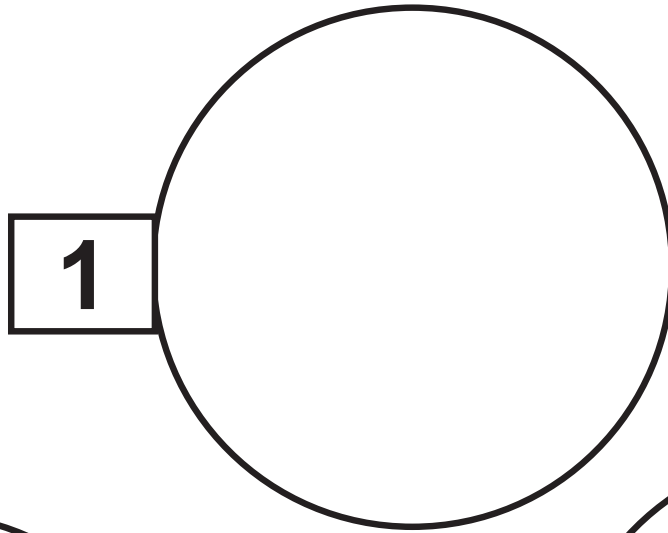
EX.	Roll 3, 6, 2	$6-3=3$	Remove 1 marker from the '3' circle.
		$3-2=1$	Remove 1 marker from the '1' circle.
		$6+3=9$ then $9-2=7$	Remove 1 marker from the '7' circle.
		$3+2=5$ then $6-5=1$	Remove 1 marker from the '1' circle.

3. If you are unable to create a subtraction problem and remove a marker, your turn ends.
4. Once a circle is cleared of markers, that circle and number is no longer 'in play' (able to be used).
5. When three circles are cleared, the game ends.

OPTIONS:

- Share 1 game board. Place 7 markers on each circle.
- Play to clear away **all** markers (a much longer game).
- Use 4 dice to create facts. Place 5 markers on each circle. (need extra markers)
- Change the number of circles to uncover to win.
- Use multiplication and division **before you subtract**
- Example: $6 \times 2 = 12$ so then $12 - 3 = 9$

Odd Bunch 'A'



Paddy Eger

Odd Bunch 'B'

Partner
Difficulty Level: Difficult
Math Operations: Add, Subtract,
Multiply & Divide
Time: 20 minutes

OBJECTIVES: To be the first player to collect 10 game board markers.

MATERIALS:

- 4 dice
- 1 game boards** (blank board included)
- 60 markers (30 for each player in different colors)
- Timer

BEST USE: Practice subtraction facts.

RULES:

1. Notice each box contains an odd number. Place 3 markers on every box. You will share 1 game board.
2. Set the timer for 20 minutes. **Take turns** rolling the 4 dice. On each turn create one or more math equations using 2, or all 4 dice. Tell your partner your equation(s).

EX. Roll 3, 6, 2, 5

$$6-3=3$$

$$3 \times 5 = 15$$

$$6 \times 2 = 12 \text{ then } 12 - 3 = 9$$

$$6 : (\text{divide mark}) 2 = 3$$

$$6 \times 5 = 30 + 3 = 33$$

Remove 1 marker from the '3' box.

Remove 1 marker from the '15' box.

Remove 1 marker from the '9' box.

Remove 1 marker from the '3' box.

Remove 1 marker from the '33' box.

3. If you are unable to create a problem **and** remove a marker, your turn ends.
4. Once a box is cleared of markers, that number is no longer 'in play' (able to be used).
5. When a player collects 10 markers or when the time runs out, the game ends.

OPTIONS:

- Place 7 markers on each circle.
- Play to clear away **all** markers (a much, much longer game).
- Use the blank game boards to create another set of ODD numbers.

Odd Bunch 'B' Game Board

1	3	5	7	9
11	13	15	17	19
21	23	25	27	29
31	33	35	37	39

Odd Bunch Build-Your-Own Game Board
