Paddy Eger

Math Paths

OBJECTIVES: Use 0-9 and rolled dice numbers to create the largest number before time runs out.

MATERIALS: (for each player)
     game board (suggest laminating the boards and using an erasable marker)
     cloth to erase game board
     paper and pencil to record scores
     share a timer

BEST USE: Practice basic addition facts and/or basic subtraction facts that include negative numbers.

RULES:

1. Take turns being **the player** and **the listener**.

2. The listener writes each number, 0-9, **no more than three times in any order** on the game board for **the player**.

3. The listener sets the timer for 2 minutes for **the player**. **The listener** hands **the player** their math path game board and starts the timer.

4. **The player** begins each turn in a double-ringed circle. **The player** must **add** the numbers aloud along a path, moving only to circles connected by a line from your current circle.

5. The player's turn ends when a mistake is made or the time runs out. Their total score is written down. **The player becomes the listener** who prepares the game board, starts the timer, and listens for errors.

6. When the time ends, the partners compare scores and a winner is determined.

OPTIONS:

Try to end with the smallest total number.

Allow players to add and subtract, multiply and divide, OR use all 4 operations.

Change the numbers players are allowed to use. (0-5, 0-20, etc,) and adjust the time.

Change the number of times each number may be use each number (only once, only use twice on diagonals, etc.)

Cover circled numbers used with markers so they may not be used second time.

Math Paths Game Board