

Mental Math Master

Indie or Partner

Difficulty Level: Varies

Operations: Add, Subtract, Multiply, Divide

Time: 20 minutes

OBJECTIVE: practice using mental math skills

MATERIALS: (each player)

6 dice

gameboard (could be laminated for reuse by classmates)

pencil (or use dry erase marker if laminated) only to mark out numbers!

timer

RULES:

1. Each indie player has 20 minutes; as partners each has 10 minutes. The observing partner makes suggestions to the active player and also calls "Time" at 10 minutes.
2. The active player **rolls all 6 dice only once** and uses the rolled numbers to create problems that equal 0-45.
3. For partners, share your combinations **aloud** with your partner then "**X**" out each combination you create. Working alone, you "**X**" out the number and move on.

EXAMPLE: Let's look at rolling only 3 dice. For this example, you roll 2, 3 and 5.

Work quickly. You'll find some, all or even more combinations as you 'do the thinking in your head.

Mark one "X" each in each number box then move on to record other combinations. Here's a sample for rolling 2, 3, and 5:

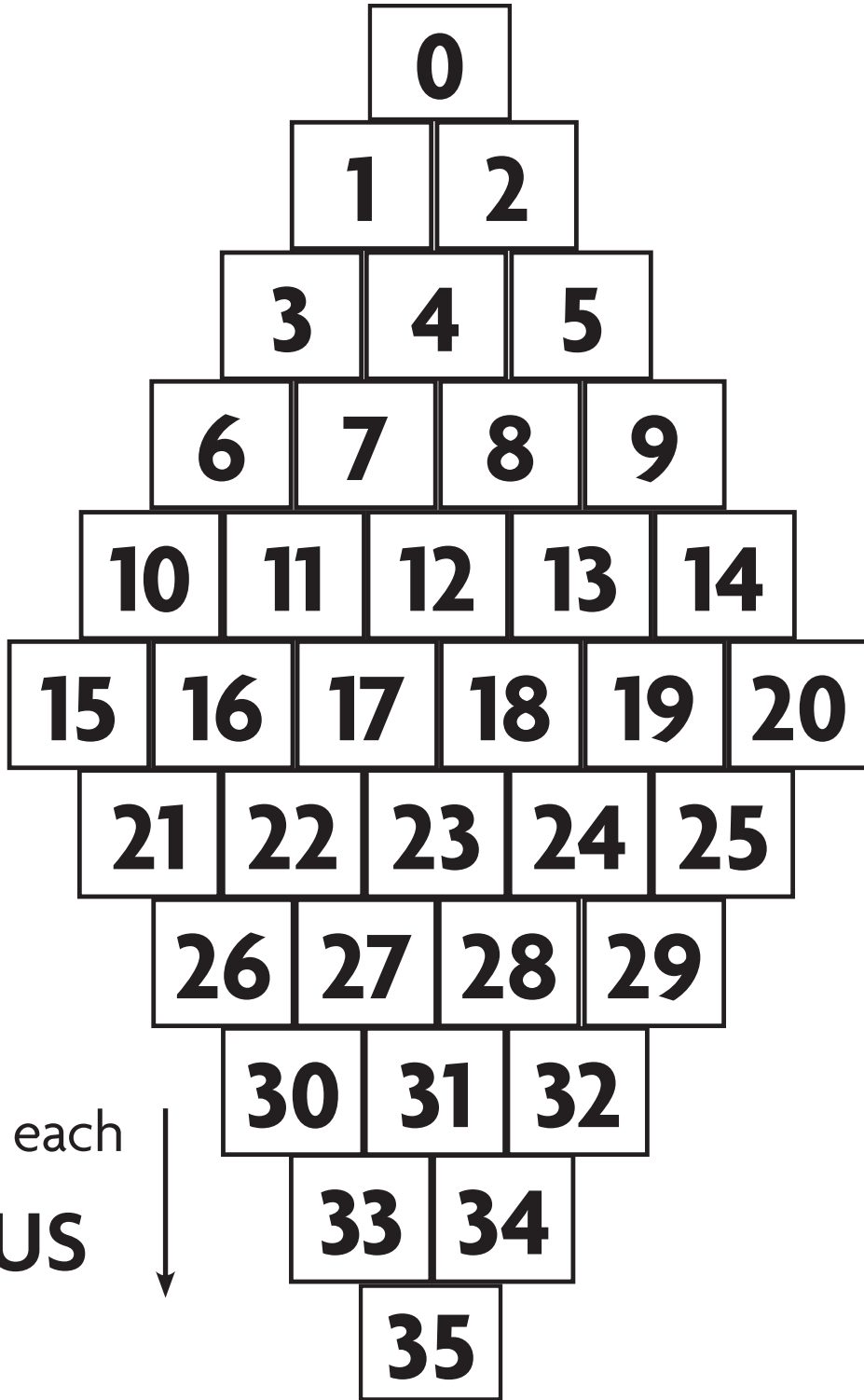
$$\begin{array}{cccccc} 3-2=1 & 2+3=5 & 2+3+5=10 & 3 \times 5=15 & 5-3+1=4 \\ 2 \times 5-3=12 & (2 \times 3) \times 5=30 & (2 \times 5)-3=7 & 5-(3-2)=4 & 5+(3 \times 2)=11 \end{array}$$

4. When you have a partner you will change jobs. Select the length of time for each person to play. The active player changes to become the timer. After the second player takes a turn, the game ends.
5. Count up your "**X**" out numbers. Each of the 0-35 boxes are worth one point each. All BONUS box numbers are worth **3 points** each.

OPTIONS:

Use 4 dice and play for 16 minutes

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3 points each

BONUS



36	37	38	39	40	41	38	39	40	41
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Total Points

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