NAME

DATE

1B Roll 5 Record Sheet page 1 of 3

Player	r1	Player 2
Round 1	Target Number 5 Numbers Rolled My Equation Points scored this round	Target Number 5 Numbers Rolled My Equation Points scored this round
Round 2	Target Number 5 Numbers Rolled My Equation Points scored this round	Target Number 5 Numbers Rolled My Equation Points scored this round
Round 3	Target Number 5 Numbers Rolled My Equation Points scored this round	Target Number 5 Numbers Rolled My Equation Points scored this round
Round 4	Target Number 5 Numbers Rolled My Equation Points scored this round	Target Number 5 Numbers Rolled My Equation Points scored this round
Total	Player 1's Total Score	Player 2's Total Score

Work Place 1B Instructions



WORK PLACE

Roll 5

Each pair of students will need

- ★ Work Place 1B Instructions (Work Place Student Book, page 7)
- ★ Roll 5 Record Sheet (Work Place Student Book, pages 8–10)
- ★ 5 dice (1 numbered 0-5, 2 numbered 1-6, 2 numbered 4-9)
- * calculators
- * scratch paper

Instructions for Roll 5

- 1 Use any method you want to decide which player will go first.
- 2 Roll any two dice and then multiply the two numbers on the dice. The product is your target number. Record it on your side of the record sheet.
- 3 Then roll all 5 dice and write those numbers on your side of the sheet.
- 4 Add, subtract, multiply, or divide any combination of the 5 numbers you just rolled to get to your target number. (You don't have to use all 5 of the numbers you rolled, but use as many as you can because you score a point for each.) If you can't find any way

- to get to your target number with the 5 numbers you rolled, roll two of the dice again and multiply the numbers to get a different target number.
- **5** With your partner, double-check your equation to make sure it works. Be sure to use parentheses to show how you combined the numbers to get to your target.
- **6** Count how many numbers you used. You get a point for each number. Record the points in the space provided.

	Roll 5 Record Sheet page 1	lof3 WT 750
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Round 1	Target 15 5 5 5 15 15 15 15	Target Namber S Hambers Diologi Ny Equation Foints scored this round
Round 2	Teryst Humber Shirmbern Shirmbern My Equation Potts scored this round	Target

7 Take turns until you have each gone 4 times. Then add up your points. The player with the most points wins.