Big Ideas Math® Game Closet



Let's Race!

Materials:

- 1 number cube
- 1 pathway per group
- 2 chips

Oirections:

Students play in pairs.

- 1.) Players take turns rolling the number cube and substituting the rolled number for *x* in the expression.
- 2.) Players evaluate the expression and use that number to move their chip along the pathway. A positive answer results in a move forward and a negative answer results in a move backward.

Who Wins?

The player that reaches the FINISH first wins.







Chips:

