

Big Ideas Math® Game Closet



Right on Target

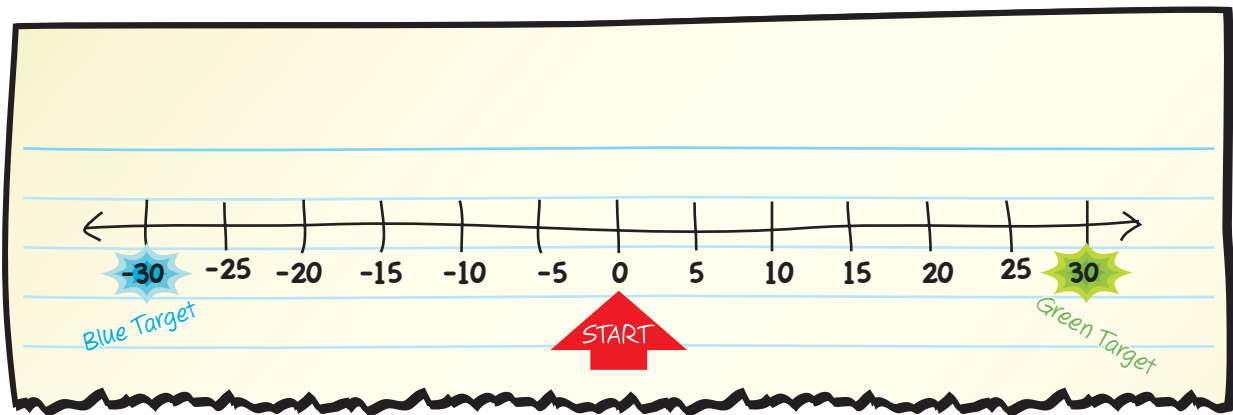
Materials:

- Spinner with +, −, and x
- Two decks of cards labeled -5 to 5
- Pencil
- Papers

Directions:

Students play in groups of 4 or 6.

Divide each group into a blue team and a green team. Each group draws a number line from -30 to 30.



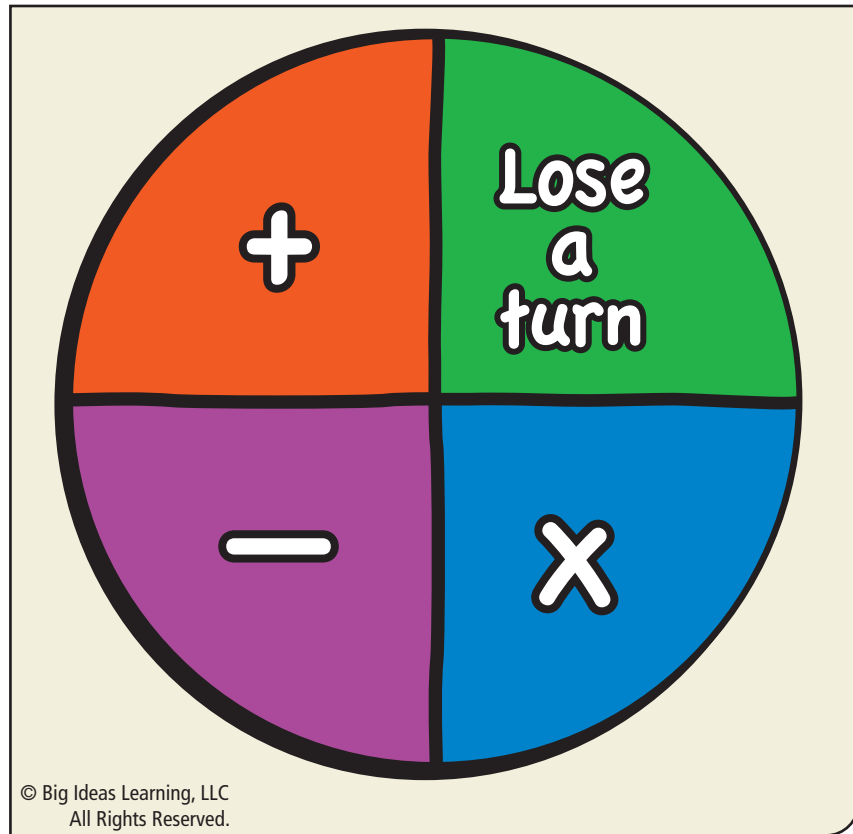
Shuffle the decks separately and place them face down on the table. One team spins the spinner while the other selects a card from each deck. The team that selects the cards creates an expression using the integers on the cards and the operation on the spinner. They evaluate the expression and then move that distance on the number line. Teams then exchange rolls. Each team's next move begins at their previous stopping point.

Who Wins?

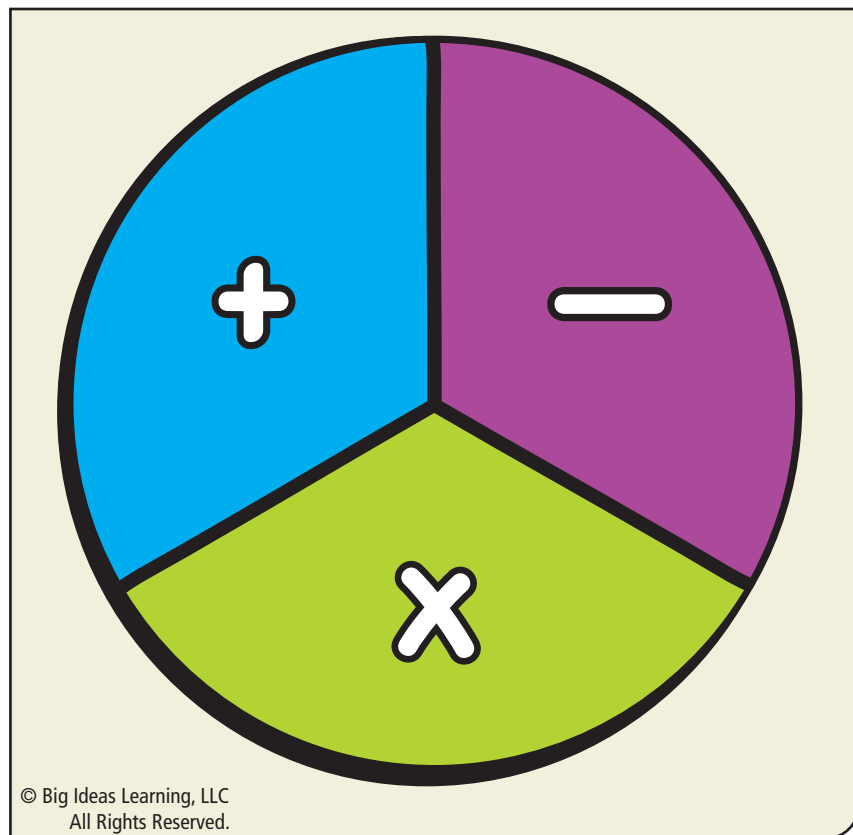
The team to reach their target first wins.

Variation:

Use a spinner with +, −, x and Lose a turn.



For best results, use a hole punch to make a hole in the center of the spinner before inserting a .5" brass fastener.



For best results, use a hole punch to make a hole in the center of the spinner before inserting a .5" brass fastener.

1	2	3	4
5	0	-5	-4
-3	-2	-1	

1	2	3	4
5	0	-5	-4
-3	-2	-1	