

Big Ideas Math® Game Closet



Take Your Chances

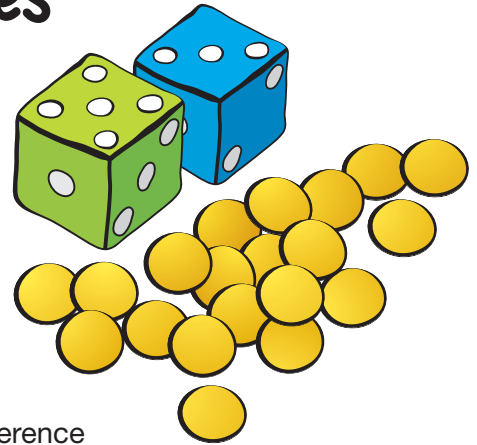
Materials:

- 2 number cubes per pair
- 20 chips or markers per player
- Game chart

Directions:

Students play in pairs.

- 1.) Players place their markers in the columns. They can place them all in one column or distribute them in any way.
- 2.) Players take turns rolling the number cubes and finding the difference of the numbers on the number cubes.
- 3.) Each player removes one chip from the column numbered with the result of the difference. If they do not have a chip in the column, none is removed.
- 4.) Play continues until all chips are removed or for a set amount of time.



Who Wins?

The first player to remove all the chips from their chart wins or the player with the fewest chips remaining on the chart after a set amount of time wins.

Discuss:

After several rounds, discuss the chip placement.

- 1.) How did they determine where to place their chips?
- 2.) How did they change the placement with each round?

Take Your Chances Game Chart

0	1	2	3	4	5

