

Review Game

(Use with Lesson 10-1)

Greatest Common Factor Game

Materials: four 0–9 spinners, six-sided die, markers to be used as playing pieces

For this game, you will find the greatest common factor of two numbers. The GCF is the number of spaces you move your playing piece forward on the game board.

- To begin the game, all players place their playing pieces on **START**.
- One player spins the four spinners. Use the four results to form 2 two-digit numbers. The result on the first spinner is the tens digit of the first number, the result on the second spinner is the ones digit of the first number, and so on.
- Find the GCF of the two numbers you have formed.
- Move your playing piece forward the number of spaces given by the GCF, and follow any special directions given in the space you land in. If you land in a space labeled “Roll on next turn,” you can roll the die on your next turn to determine the number of spaces to move rather than find the GCF of two numbers.
- The winner is the first player to reach **FINISH**. (You do not need the exact number to reach **FINISH**.)

