





In-Class Game

Number Crunching (Lesson 1-2)

● Get Ready!

Separate the students into pairs.

- Number Crunching master, p. 2
- Number Crunching Cube masters, pp. 3–4
- 10 counters per student (5 of one color, 5 of another color) 
- scissors 
- tape  or glue 

● Get Set!

Make a copy of the Number Crunching master on page 2 for each student in the class. Make a copy of the Number Crunching Cube masters on pages 3 and 4 for each student in the class. Have students cut out each cube, fold, and tape or glue the ends. Give each student 5 counters of each color.

● Go!

- A player rolls both cubes and follows the directions on Cube B using the number shown on Cube A.

Cube A	Cube B	Action
3	square	Since $3^2 = 9$, cover the square with 9 in it.
2	cube	Since $2^3 = 8$, cover the square with 8 in it.
1	times 3	Since $1 \times 3 = 3$, cover the square with 3 in it.
4	divided by 2	Since $4 \div 2 = 2$, cover the square with 2 in it.
5	square minus number	Since $5^2 - 5 = 25 - 5$ or 20, cover the square with 20 in it.
6	half of 3 times number	Since $\frac{1}{2} \times 3 \times 6 = 1\frac{1}{2} \times 6$ or 9, cover the square with 9 in it.

Even if there is more than one answer, the player covers only one square. If all of the possible squares are already covered, the player loses a turn.

- The players alternate turns until the first player to get three in a row horizontally, vertically, or diagonally wins.

Name _____ Date _____

In-Class Game**Number Crunching** (Lesson 1-2)**Work with a partner.**

- A player rolls both cubes and follows the directions on Cube B using the number shown on Cube A. Even if there is more than one answer, cover only one square. If all of the possible squares are already covered, you lose a turn.
- Alternate turns until the first player to get three in a row horizontally, vertically, or diagonally wins.

10	18	6	15	$7\frac{1}{2}$
$1\frac{1}{2}$	1	36	27	20
30	4	25	64	8
3	9	16	$\frac{1}{2}$	40
0	$4\frac{1}{2}$	12	216	2

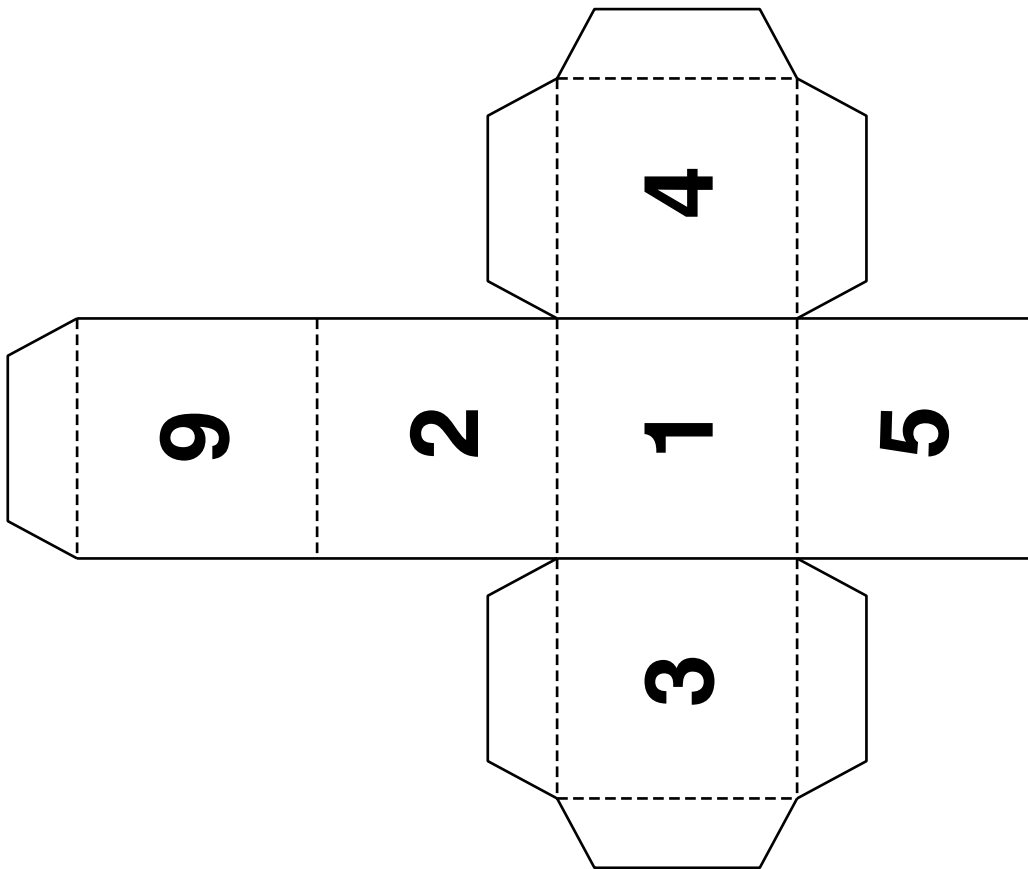
In-Class Game

Number Crunching Cube A (Lesson 1-2)

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.



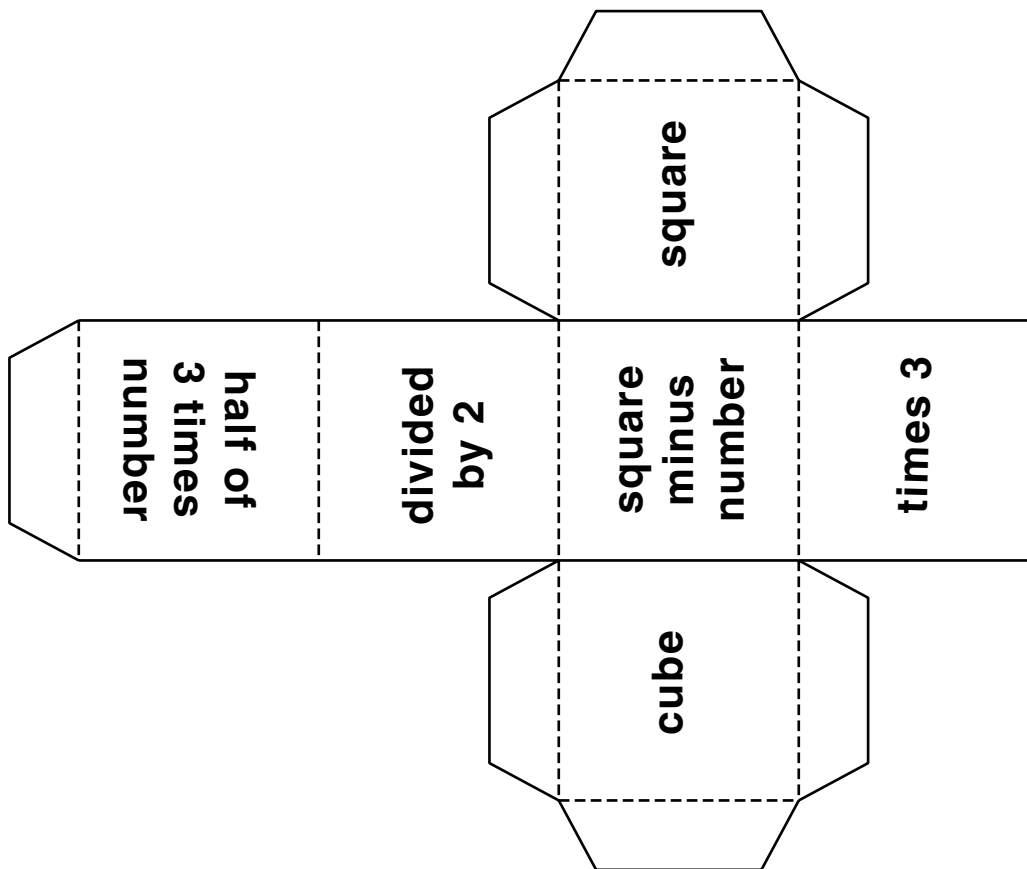
In-Class Game

Number Crunching Cube B (Lesson 1-2)

Cut along the solid black lines.

Fold along the dashed lines.

Tape or glue tabs.



In-Class Game

Luck of the Draw (Lesson 2-4)

● **Get Ready!** _____

Separate the class into groups of four.

- Luck of the Draw master, p. 6
- 1 deck of playing cards per group

● **Get Set!** _____

Make a copy of the Luck of the Draw master on page 6 for each student in the class. Give each group one deck of cards, minus the jacks, queens, and kings. Let each ace represent 1.

● **Go!** _____

- Shuffle the cards and deal 10 cards to each player.
- Each team plays five rounds. For each round, each player finds and states his or her range, mode, median, mean, or outlier.
 - On the first round, the player with the greatest range wins 10 points.
 - On the second round, the player with the greatest mode wins 10 points.
 - On the third round, the player with the greatest median wins 10 points.
 - On the fourth round, the player with the greatest mean wins 10 points.
 - On the fifth round, players with outliers win 5 points. Players must agree that a hand contains an outlier.
- If there is a tie, players split the 10 points. At the end of the game, the player with the most points wins.