

Contig Game

This game challenges and extends the number sense experience students have gained from writing equivalent mathematical expressions for target numbers. In the Contig game, students toss three dice and use those numbers with any operations to name and capture numbers on the gameboard. As with all good games, there is a winning strategy that drives students to search for the best option. In this case, the student gets a point for the captured number and an additional point for every captured number it touches. These bonus points challenge students to perform many mental combinations and calculations in search of the most points.

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	44	45	48	50	54	55
60	64	66	72	75	80	90	96
100	108	120	125	144	150	180	216

Rules

1. Roll 3 dice and mark the sum of the 3 dice as the starter square.
2. Each player rolls the 3 dice and uses operations (addition, subtraction, multiplication, division) and all three dice numbers to form a new number on the Contig board. Put an X on this number.
3. Score 1 point for each marked square your new number touches.
4. Play 8 rounds.
5. Player with the highest score wins the game.

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