

RULES

Roll 2 Win (Level 3)

What You Need

- mSpace pages 88–91
- decahedron (black, 0–9)

What To Know

- Players select a target number.
- Players create two 2-digit factors from the numbers rolled to make an estimate of the product.
- Partners record and check each other's estimates.

How To Win

- After each round, players calculate the difference between the target number and their estimates. They record the difference in the score box.
- After 4 rounds, players add their scores. The winner is the player with the LEAST number of points.

If I arrange the numbers I rolled to make 87×52 , I can make an estimate of 90×50 to reach the target number 4500.



▶ **WORKED EXAMPLE**

STEP 1 Choose a target number and write it on the recording sheet.

TARGET NUMBER: 4500					
PLAYER A ROUND 1					
<table border="1"> <tr> <td><input type="text"/></td> <td><input type="text"/></td> <td>x</td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> </table>	<input type="text"/>	<input type="text"/>	x	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	x	<input type="text"/>	<input type="text"/>	
Estimate	$\quad \times \quad = \quad$				
$\quad - \quad = \quad$	SCORE				

STEP 2 Roll the decahedron four times. Record each number in an empty box.

TARGET NUMBER: 4500					
PLAYER A ROUND 1					
<table border="1"> <tr> <td><input type="text"/></td> <td><input type="text"/></td> <td>x</td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> </table>	<input type="text"/>	<input type="text"/>	x	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	x	<input type="text"/>	<input type="text"/>	
Estimate	$\quad \times \quad = \quad$				
$\quad - \quad = \quad$	SCORE				

STEP 3 Use the factors to make an estimate that is as close to your target number as possible.

TARGET NUMBER: 4500					
PLAYER A ROUND 1					
<table border="1"> <tr> <td>8</td> <td>7</td> <td>x</td> <td>5</td> <td>2</td> </tr> </table>	8	7	x	5	2
8	7	x	5	2	
Estimate	$90 \times 50 = 4500$				
$\quad - \quad = \quad$	SCORE				

STEP 4 Subtract to compare your estimate to the target number. Record the difference as your score.

TARGET NUMBER: 4500					
PLAYER A ROUND 1					
<table border="1"> <tr> <td>8</td> <td>7</td> <td>x</td> <td>5</td> <td>2</td> </tr> </table>	8	7	x	5	2
8	7	x	5	2	
Estimate	$90 \times 50 = 4500$				
$4500 - 4500 = 0$	SCORE				

RECORDING SHEET

Roll 2 Win (Level 3)

> Choose a target number from this list: 600, 1200, 1800, 2400, 3000, 3600, 4500, 4800. Record your equations and your partner's equations.

TARGET NUMBER: _____

PLAYER A

ROUND 1

X

Estimate

X _____ = _____

SCORE

ROUND 2

X

Estimate

X _____ = _____

SCORE

ROUND 3

X

Estimate

X _____ = _____

SCORE

ROUND 4

X

Estimate

X _____ = _____

SCORE

ADD YOUR SCORES

TARGET NUMBER: _____

PLAYER B

ROUND 1

X

Estimate

X _____ = _____

SCORE

ROUND 2

X

Estimate

X _____ = _____

SCORE

ROUND 3

X

Estimate

X _____ = _____

SCORE

ROUND 4

X

Estimate

X _____ = _____

SCORE

ADD YOUR SCORES