RULES

Roll 2 Win (Level 3)

I rolled to make 87×52 of 90×50 to reach the If I arrange the numbers I can make an estimate

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 an estimate of the product. from the numbers rolled to make
- Partners record and check each other's estimates.

BLOCK 2

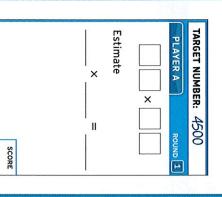
How To Win

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



▼ WORKED EXAMPLE

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



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





		Esti		PL	TAR
	×	Estimate	8 7	PLAYER A	TARGET NUMBER:
	ļ		ν ×		
SCORE			2	ROUND 1	4500

STEP3 Use the factors to as possible. your target number that is as close to make an estimate

50 = 4500	× 5 2	TARGET NUMBER: 4500
		II 6

STEP 4 Subtract to compare the target number. your estimate to

TARGET NUMBER: 4500	as your score.	Record the difference
00		rerence

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	~	1
	×	
1	S	
	2	1

Estimate

4500 -4500 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.

SCORE	 × II	Estimate		TARGET NUMBER: PLAYER A ROUND 1
SCORE	 	Estimate	×	ROUND 2
SCORE	 	Estimate		ROUND 3
SCORE	 × 	Estimate	x	ROUND 4 ADD YOUR
				ADD YOUR SCORES

SCORE	 	Estimate	x	TARGET NUMBER: PLAYER B ROUND 1
	 	Estimate	x	ROUN
SCORE	 	Estimate	×	ROUND 2 ROL
SCORE SCORE		Estimate		ROUND 3 ROUND
SCORE				ROUND 4 : ADD YOUR SCORES