

Area Dice Game

This is a 2-player game for teaching area. Students will learn to make rectangular shapes (arrays) on graph paper with a given number of square units.

Materials:

- 2 dice (any 2 dice can be used, not just 6-sided)
- 1 sheet of graph paper (page 2 of this file)
- 1 crayon for each player (2 different colors)
- 1 pen or pencil for each player

How to Play:

Player 1 rolls two dice. He or she uses the numbers rolled as the lengths of the sides to draw a rectangular array on the graph paper. The area of the rectangle is written in the center, and the rectangle is colored in.

For example, if Player 1 rolls a 6 and a 2, he or she would draw and color a rectangular array that looks like this:

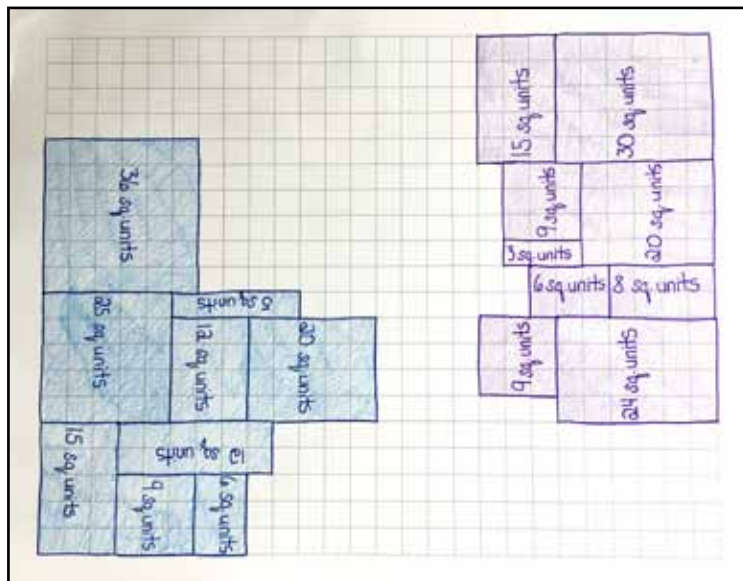


Player 1 draws his/her arrays adjacent to each other starting at the edge of the graph paper closest to him/her.

Player 2 does the same. Player 2 draws his/her arrays adjacent to each other starting at the opposite edge of the graph paper.

The first player to have 200 square units on the graph paper wins the game.

A typical game board may look like this:



Management Tips:

- This game can be played with any graph paper. If you use centimeter graph paper, you may want the students to label the area as "sq. cm" or "cm²" instead of "sq. units".
- You may want to allow students to use a calculator and/or scratch pad to keep a running total of the square units they have on the board.
- This game can also be used to teach basic multiplication facts. Instead of writing the area in the center of each array, students can write the multiplication fact shown by the array.

