The Friendly Factor Game with 2s



Materials:

- Counters, in two different colors
- Three 6-sided dice

Instructions:

- Players A and B pick colors.
- Player A rolls all three dice.
- Player A chooses two dice to play and places them on the expression at the top of the game board.
- Player A multiplies all three factors (the two dice and 2) in whatever order they choose.
- Player A places a counter on a game board space that corresponds with the product.
- Players A and B alternate turns until one player gets four spaces in a row (across, down, or diagonally).

Example Turn:

- Player A rolls 3, 6, and 2.
- Player A chooses the 3 and 6 and places them on the expression.
- Player A multiplies 3 x 6 x 2 by solving (3 x 2) x 6 = 6 x 6 = 36.
- Player A finds a 36 on the game board and covers it with a colored counter.
- Play passes to Player B.

(OPTIONAL) Example Recording:

A student might record the example turn as (3 x 2) x 6 = 6 x 6 = 36.

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Place die here x **2** x Place die here

2	24	72	48	60	20	40
24	30	36	12	16	24	18
2	10	40	32	50	60	2
72	36	48	6	8	40	32
6	12	8	10	4	16	18
12	24	30	20	42	6	50
8	4	18	10	72	60	48

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