

## 4-in-a-Row

### Materials:

- Set of problem cards
- 4-in-a-row Gameboard
- 6-sided die
- Dry erase boards/ markers/erasers

### Set up:

Shuffle the game cards and place them face down in the spaces on the gameboard so that the big numbers on the back of the cards are showing.

### To play:

This is a game for 2 players. If you have more than 2, you will need to start more games.

Player 1 rolls the die and picks a card that corresponds to the number rolled. For example, if Player 1 rolls a 6, they can pick any card on the board with a 6.

If the player answers the question correctly, they can mark the space on the gameboard with their initial. If the player misses, take that card of the board and replace it with one of the extra question cards.

If the player rolls a number that is not on the board then that roll is “wild” and the player can choose any card to answer.

### To win:

First player to get 4-in-a-row in any direction wins.

## Jenga

### Materials:

- Set of Problem cards
- Colored Jenga blocks (Purple, Blue, Green, Yellow, Red)
- Dry erase boards/ markers/erasers

### Set up:

Shuffle the game cards and deal them out to the players  
Build the Jenga tower.

### To play:

Player 1 decides what color block they would like to pull and selects one of the cards they have been dealt that corresponds to that color. If the player answers the card correctly, they may pull a block and keep it. (They can only pull blocks that match the colors indicated on their cards.)

Continue taking turns answering questions and pulling blocks until the tower falls.

### To win:

Person who makes the tower fall is the loser. Person with the most blocks when the tower falls is the winner (unless they are the one that made the tower fall.)

A PBGYR card allows the player to pull any color card.

**Hint:** It might go faster if the players go ahead and work all their problems as soon as they are dealt. That way they can just pull a card and check their answer before pulling a block.

## Race to 3,000

### Materials:

- Set of Problem cards
- Dry erase boards/ markers/erasers

### Set up:

Shuffle the stack of problem cards and place them in a stack where everyone can reach them.

### To play:

Players take turns drawing a card, and working the problem. Each player keeps a running total of the answers to the problems they have answered.

### To win:

First player to reach 3,000 wins.

### 3.4.G - 1 X 2 Mult Standard Algorithm

#### Practice: Multigame

<b>1</b> 66	<b>2</b> 75	<b>3</b> 128	<b>4</b> 72	<b>5</b> 106	<b>6</b> 204
<b>7</b> 198	<b>8</b> 200	<b>9</b> 64	<b>10</b> 656	<b>11</b> 477	<b>12</b> 513
<b>13</b> 282	<b>14</b> 252	<b>15</b> 390	<b>16</b> 420	<b>17</b> 231	<b>18</b> 400
<b>19</b> 48	<b>20</b> 400	<b>21</b> 159	<b>22</b> 312	<b>23</b> 72	<b>24</b> 280
<b>25</b> 90	<b>26</b> 39	<b>27</b> 243	<b>28</b> 195	<b>29</b> 102	<b>30</b> 28

**1**

$$\begin{array}{r} 33 \\ \times 2 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**2**

$$\begin{array}{r} 25 \\ \times 3 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**3**

$$\begin{array}{r} 32 \\ \times 4 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**4**

$$\begin{array}{r} 12 \\ \times 6 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**5**

$$\begin{array}{r} 53 \\ \times 2 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**6**

$$\begin{array}{r} 51 \\ \times 4 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**1**

**Purple**

**2**

**Red**

**3**

**Yellow**

**4**

**Blue**

**5**

**Green**

**6**

**PRYBG**

**7**

$$\begin{array}{r} 33 \\ \times 6 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**8**

$$\begin{array}{r} 25 \\ \times 8 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**9**

$$\begin{array}{r} 32 \\ \times 2 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**10**

$$\begin{array}{r} 82 \\ \times 8 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**11**

$$\begin{array}{r} 53 \\ \times 9 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**12**

$$\begin{array}{r} 57 \\ \times 9 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**1**

**Purple**

**2**

**Red**

**3**

**Yellow**

**4**

**Blue**

**5**

**Green**

**6**

**PRYBG**

**13**

$$\begin{array}{r} 94 \\ \times 3 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**14**

$$\begin{array}{r} 28 \\ \times 9 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**15**

$$\begin{array}{r} 65 \\ \times 6 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**16**

$$\begin{array}{r} 94 \\ \times 5 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**17**

$$\begin{array}{r} 77 \\ \times 3 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**18**

$$\begin{array}{r} 45 \\ \times 9 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**1**

**Purple**

**2**

**Red**

**3**

**Yellow**

**4**

**Blue**

**5**

**Green**

**6**

**PRYBG**



**19**

$$\begin{array}{r} 24 \\ \times 2 \\ \hline \end{array}$$

**20**

$$\begin{array}{r} 50 \\ \times 8 \\ \hline \end{array}$$

**21**

$$\begin{array}{r} 53 \\ \times 3 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**22**

$$\begin{array}{r} 78 \\ \times 4 \\ \hline \end{array}$$

**23**

$$\begin{array}{r} 24 \\ \times 3 \\ \hline \end{array}$$

**24**

$$\begin{array}{r} 35 \\ \times 8 \\ \hline \end{array}$$

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**1**

**Purple**

**2**

**Red**

**3**

**Yellow**

**4**

**Blue**

**5**

**Green**

**6**

**PRYBG**

**25**

1 8

X 5

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**26**

1 3

X 3

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**27**

8 1

X 3

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3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**28**

6 5

X 3

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**29**

1 7

X 6

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**30**

1 4

X 2

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3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

3.4.G - 1 X 2 Mult Standard Algorithm - multigame

**1**

**Purple**

**2**

**Red**

**3**

**Yellow**

**4**

**Blue**

**5**

**Green**

**6**

**PRYBG**