



## Product Hunt

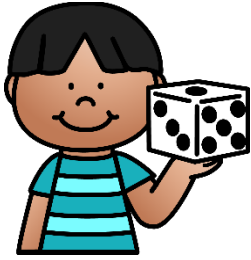
### Directions:

1. Player rolls two, 12-sided dice.
2. Player multiplies the two numbers.
3. Color in the product of the two numbers
4. Continue until you have covered as many numbers as possible.

Note: You won't color every number. You could color some numbers more than once.

48	20	81	3	45	27
1	24	108	77	7	40
120	72	96	8	18	60
14	144	70	22	15	11
33	35	66	132	63	16
12	30	28	110	100	49
6	36	21	121	90	2
84	5	44	25	99	10
32	9	56	88	4	11
24	50	55	54	42	80

Product Hunt



## Product Search

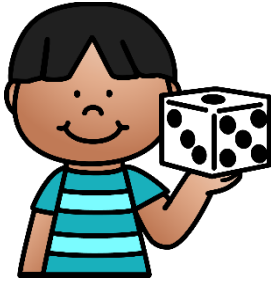
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11	14	22	144	70	15
16	33	132	35	66	63
27	48	3	20	81	45
40	1	77	24	108	7
10	84	25	5	44	99
11	32	88	9	56	4
60	120	8	72	96	18
49	12	110	30	28	100
2	6	121	36	21	90
80	42	54	50	55	42

Product Search



## Multiplication War

### Directions:

1. Invite someone to play this game with you.
2. This game requires two players and a deck of cards.
3. Go through the deck and remove the jokers and the face cards.
4. Shuffle the cards and deal them out to each player
5. Players face off and turn over a card at the same time.
6. Player who gives the product first, wins the cards.
7. Play repeats.



## Draw 4

### Directions:

1. Shuffle together two decks of cards that have the face cards and the jokers removed.
2. Player draws 4 cards.
3. Player multiplies the first three cards drawn together.
4. Player divides the product of the first three cards by the amount of the fourth card.
5. Remainders, if any, are discarded.
6. Total is recorded on the Player sheet (a running total is kept)
7. Winner is the first player to get to 500.

**Player 1**

**Player 2**

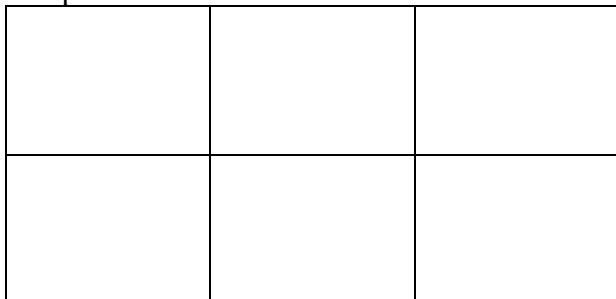


## Roll A Rectangle

### Directions:

1. Roll two, 6-sided dice. These numbers create the dimensions of a rectangle.
2. Record the roll on one side of your tally sheet.
3. Draw the shape on your grid paper.
4. On tally sheet, write both the area (the number of squares included in the rectangle on the grid paper; and the perimeter, (the number of boxes that would be passed if you could walk around the rectangle).

Sample



In the figure above, the roll would have been a 2 and a 3. The area is 6 square units. The perimeter is 10 units.





Player #1

Player #2



## Battleship

### Directions:

1. Player rolls 2, 3 or 4 dice to determine the coordinates of each battleship and marks the point on the graph. For example, if the player rolls 4 dice and by adding 3 of them together comes up with 11, and the 4<sup>th</sup> die is a 3, he/she could mark the battleship at 3-11.
2. Player repeats step 1 until he/she has 5 battleships in play.
3. When both players have their boards marked, the game is ready to continue.
4. Players take turns guessing the location of the battleship. If the player misses, his/her opponent says "MISS", if the coordinate guessed is correct, then the player says "HIT". Guesses must be made stating the x axis and then the y axis.
5. Winner is the player that sinks all of the opponent's battleships.

