

Weekend Math Homework Menu – Class 344

Over the weekend, you have a choice from the menu below for your math homework. All you need to do is complete **one** menu option and have an adult sign off that you completed it. Of course, if you have the time, you can feel free to complete as many of the options as you want.

February 4-6 Weekend Math Menu – Dice Activities

Activity Options (Pick at least one)	Parent Signature
1) Probability Exploration – See attached direction page. Roll a die 100 times, and record if you roll even or odd numbers. Think about your results and decide if one is more or less likely than the other.	
2) Play the game “101 and Out” with a friend or family member. See the attached directions.	
3) Invent a dice math game! Make up your own game to help students practice math using a die or pair of dice. Your game can help students practice addition, subtraction, multiplication, or any other math concept. Write the rules for your game. Be prepared to share your game with our class.	

Keep On Rolling: A Probability Exploration

Directions: Roll your die 100 times. Each time you roll the die, record on the tally chart below if you rolled an even or odd number. Make sure to use correct tally marks (||||). After you have recorded the results from 100 rolls, add up the tally marks. Then analyze your results and write a paragraph about what you notice. You can think about which you rolled more of, even or odd numbers. Think about whether odd or even is more likely and why. Write about any other observations or conclusions you have.

Even and Odd Die Rolling Tally Chart

Even Die Rolls	Odd Die Rolls
Total # of Even Rolls:	Total # of Odd Rolls:

101 AND OUT GAME

This game is a favorite of mine and encourages mental computation and understanding of place value. The goal is to arrive at a sum that is as close to 100 as possible without going over. The game involves luck (numbers are generated randomly) and supports reasoning (as students decide how to use the numbers that come up). It works well competitively and as an individual activity.

Materials: paper, pencils, die

For 1 or more players

Directions:

Start by drawing a game board for each player on a blank piece of paper. See below to see what your game board should look like:

	10s	1s
1		
2		
3		
4		
5		
6		
Total		

A die will be rolled six times. With each roll, players write the number that comes up on their game board. They write the first number on line 1 of their game board in either the 10s column or 1s column; they write the second number on line 2 in either column; and they continue to play for six rolls. All players write down the same digit on each turn, but they can choose which column to put the number in on their own game board. For example, on the first roll, the players roll a 2. One player writes a 2 into the 10s column of his game board, whereas the other player writes the 2 into the 1s column of her game board. Once players write a number, they can't change where they placed it. After six rolls and writing six numbers, they fill in any blanks in the ones column with zeros, and then add to find the sum of all of their numbers. The winner is the player with the sum that is closest to 100 without going over.

