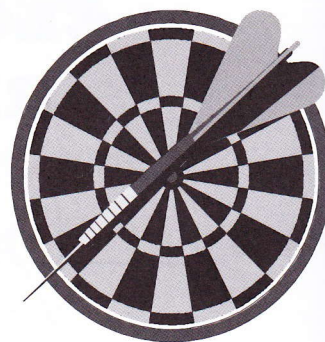


RIGHT ON TARGET



Organisation

This activity requires an egg timer, 6 six-sided dice and another die made from a wooden cube with sides marked 10, 20, 30, 40, 50, 60. It can be played with the whole class or groups of 2 - 6. This activity is suitable for students in Years 4 - 7.

Rules

1. Roll all 7 dice and record the numbers on the board.
For example:

4	5	2	6	3	5
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40

2. These are the six numbers that students can use and 40 is the target number. The number 5 can be used twice because it was rolled twice. Other numbers cannot be repeated.
3. Turn over the egg timer to signal the start of play.
4. Students need to use some or all of the above numbers and any operations to make expressions that equal the target number of 40, before the egg timer runs out.
5. At the end of time, share results with the class or group.

$$4 \times (5 \times 2) = 40$$

$$(6 \times 5) + (5 \times 2) = 40$$

$$(6 \times 3 \times 2) + 4 = 40$$

$$(6 \times 5) + (3 + 5) + 4/2 = 40$$

6. Encourage students to evaluate responses as they are shared.
7. To make this a competitive game, award a point for every correct answer and a bonus point if all 6 numbers are used or if all 4 operations are used.