

3 Game

Make my area or perimeter

The aim of the game is to be the first to reach the agreed number of points.

- two dice
- squared paper
- a pencil for each person

Area =
4 square
units

Area = 4 square units

Perimeter = 4 square units

How to play.

- 1 Decide on a target number of points.
10 might be a good number.
 - 2 Decide who will go first.
 - 3 **Player 1** rolls the two dice and finds their product.
 - 4 **Player 1** must then draw as many **rectangles** as possible which have either an area or a perimeter equal to the product of the dice.
Player 1 scores 1 point for each correct rectangle.
 - 5 **Player 2** rolls the dice, finds their product and draws as many rectangles as possible on their own piece of paper in the same way.
 - 6 The winner of the game is the first to reach the agreed target.
- a Which are good numbers to roll? Why?
 - b Which are not very good numbers to roll? Why?
 - c Is it better to go first or second, or doesn't it matter?

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