

Combination Creations

Materials:

Two dice

How to Play:

Players each roll a die and agree on a two-digit number (e.g., if they roll 2 and 5 they can create 25 or 52).

Players work separately for a pre-set amount of time (e.g., 2 minutes) to create as many equations as possible with a total of the two-digit numbers. For example, $20+5$; $30-1-4$)

After the time is up, players compare their list of equations. Players score one point for each correct equation that is different from their partner's equations.

Variation: Players can increase/decrease the amount of time.

Variation: Players can create equations with specific operations (e.g., only use subtraction; must use a combination of addition and subtraction).

Variation: Players can create equations with a set amount of numbers (e.g., if using three numbers students could record $20+3+2$ or $10+10+5$).