

# Make an Equation

**Shake 3 dice.** Use the numbers to make an equation and solve it. The answer is the number you get to mark off on the chart. Play for 10 rounds. The team with them most numbers marked off wins the game. Once a number is covered it cannot be used again. You can use any operations with the 3 numbers to come up with a number that is available on the chart. If you cannot make a number that hasn't been used. You forfeit your turn.

For example. If a 3, 4, and 6 are shook. Use those 3 numbers to come up with an answer.  $3 * 4 / 6 = 2$  I would put an x (or cover it with a colored chip) on the 2.

Team 2: shakes a 6, 6, and a 4. They could do,  $(6 - 4) * 6 = 12$ . They would put an O (or cover it with a chip) on the number 12.

That is 1 round. When you have played 10 rounds add up your X.'s or O's . The one with the most points wins the game!

<b>+</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>—</b>
<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>
<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>
<b>X</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>÷</b>