

# Rolling Percentages

## Materials:

- two number cubes (dice) per group
- 100 square grid page per group
- colored pencils/crayons/markers (1 per group member)

Directions: Players alternate turns rolling the number cubes and adding the values together, and shading in that many squares of the grid in their color. Squares must be touching, but do not have to be in a rectangular format.

Game is over when all squares are shaded, if there are no more possible places to shade (multiple 1 square openings that do not touch), or if all players are unable to shade squares after two rounds.

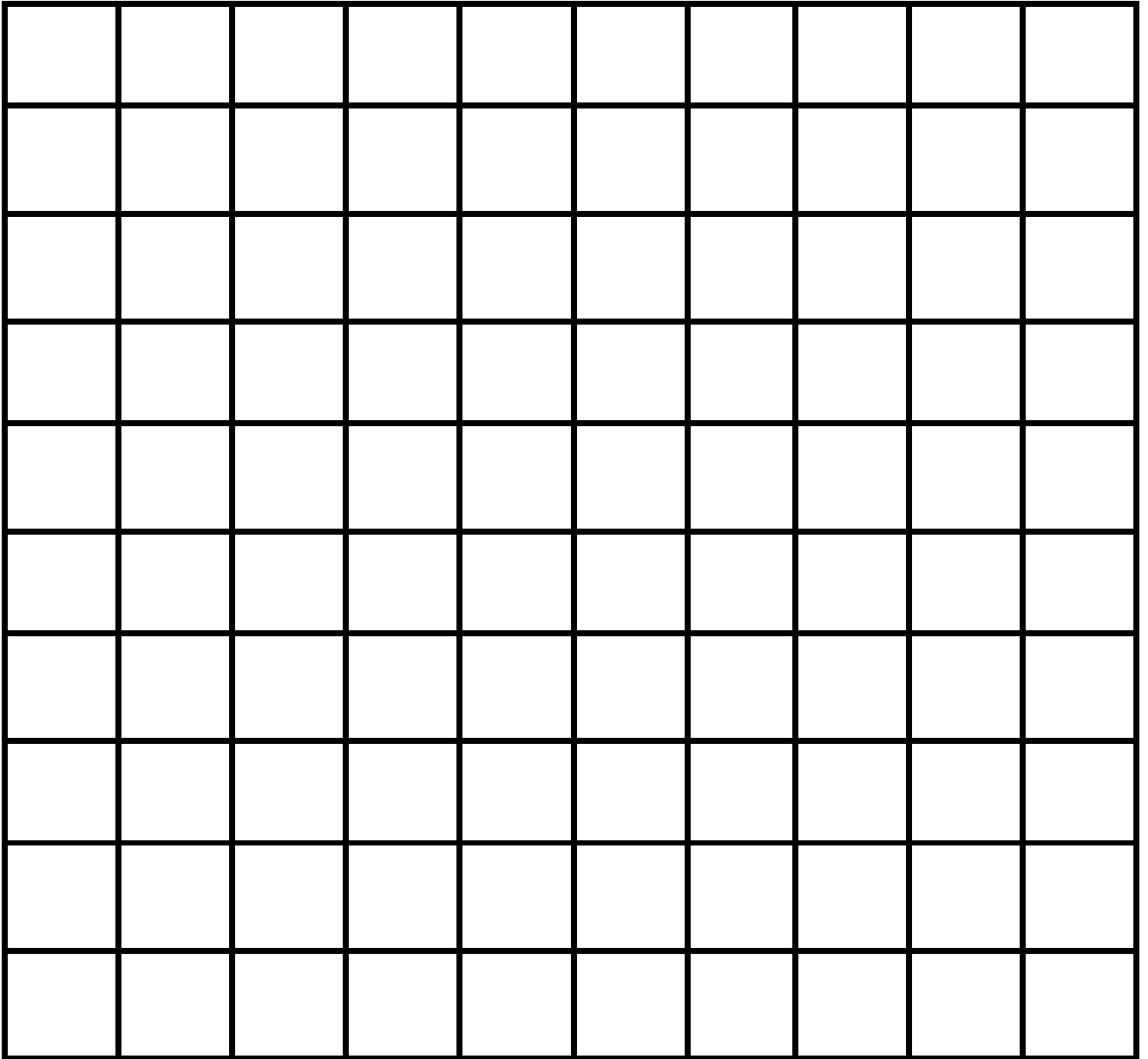
## Differentiation ideas:

- Use a 200 square grid as 1 whole (students would color in two squares for every value i.e.: if a student rolls 3 and 4, they add to get 7. The student would then color in 14 squares)
- Use a 50 square grid as 1 whole (students would color in  $\frac{1}{2}$  of a square for every value i.e.: if a student rolls 3 and 4, they add to get 7. The student would then color in 3 and  $\frac{1}{2}$  squares)

## Included in this download:

- Directions
- 100 grid
- Dice templates

*100 grid*



## Dice Templates

*Cut out on the outer edges, fold on the inner edges, glue on the parallelogram tabs.*

