



Work Place Instructions 4E Lowest Remainder Wins

Each pair of players needs:

- a 4E Lowest Remainder Wins Record Sheet for each player
- a clear spinner overlay
- 1 die marked 0–5
- 2 dice marked 1–6

- 1 Players roll one of the dice to decide who goes first. Player 1 then spins the spinner to get the first divisor for both players.
- 2 Both players start a ratio table for that divisor in the Round 1 box on their record sheet and fill in the table for 1 and 10 groups of the divisor.

Players can add more entries to their ratio tables if they need them while they are playing.

- 3 Each player takes a turn to roll the 3 dice one time and then arranges the digits any way he or she likes to make a dividend.

Players each try to make a 3-digit number that won't leave a remainder when it's divided by the divisor. If they can't do that, they try to make a number that will leave a very small remainder. Players can add entries to their ratio tables to help them decide how to arrange the digits if they like.

Unit 4 Module 4 | Session 4 class set, plus more as needed, stored in the Work Place tray

4E Lowest Remainder Wins Record Sheet

Name Javier Player Number _____

Round 1

Ratio table for: 2

Number of Groups	1	10			
Total	12	120	240	60	

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- 4 Both players record their division problem on their own record sheet and do the division. Players can continue to add any useful entries to their ratio tables to help as they go along.
- 5 When both players have finished their division problems, they explain their work to each other. When they both agree that the other's work is correct, they enter their score and that of the other player's at the bottom of their record sheet. A player gets 0 points if she had no remainder. Otherwise, the player gets the number of points that matches her remainder.
- 6 Players play two more rounds of the game and then add up their scores at the bottom of the sheet to find their total. The player with the lower score wins.

Game Variations

- A Use 2 dice numbered 4–9 instead of the 3 dice on the materials list.
- B Use the challenge record sheets instead of the regular record sheets for this game. The challenge sheets have a spinner with higher divisors.
- C Use 2 dice marked 4–9 and one die marked 1–6 to get higher dividends.
- D Use 2 dice marked 4–9 and 2 dice marked 1–6 to get 4-digit dividends.