

Ratios in Tables and Graphs

olve a
problem!

Ammonia (mL)	2		3.5
Distilled water (mL)	100	150	

skip
ahead
three
spaces

Sweatshirts Sold	3	5	2
Money Collected		100	160

go
back
two
spaces

Sulfur Atoms	6	9	
Oxygen Atoms	12		4

This resource includes:

- Teacher Direction Page
- Board Game
- 20 Question Cards
- Student Recording Sheet
- Teacher Answer Key

Ratios in Tables and Graphs

START solve a problem! skip ahead two spaces solve a problem! go back three spaces solve a problem! solve a problem!

skip ahead two spaces solve a problem! skip ahead three spaces go back three spaces solve a problem! skip ahead two spaces skip ahead three spaces

solve a problem! go back three spaces Lose a turn! solve a problem! solve a problem! solve a problem! go back two spaces

solve a problem! solve a problem! go back two spaces FINISH

skip ahead three spaces solve a problem! go back three spaces

Ratios in Tables and Graphs Recording Sheet

Name _____

1

Time (h)					
Distance (mi)					

2

Width (in)					
Length (in)					

3

Time (min)	2	3	3.5	5	6.5
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4

Boxes					
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Students won't even realize they are learning!

What's the best way to use this board game?

- Math Centers or Stations
- Whole Group Practice
- Morning Work
- Early Finisher Activity
- Substitutes
- Send Home to Engage Student Families



Hold students accountable with a recording sheet

Tips for Playing Math Board Games:

- Read the directions to the students and model how to play.
- Be prepared with dice/spinner and game pieces for each player (paperclips, pencil top erasers, pieces from another game, etc.)
- Every student should solve every problem - not just the person who rolls.
- Create groups of 2-4 students. The lower number of students means the more focused students are while playing.
- Remind students that the focus is not playing the game but that's just an added bonus! The focus should be on practicing math skills.
- Show students how to compare and discuss answers. Did you both get the same answer? If students get different answers, ask them to solve the problem using a different strategy or help coach each other through the problem.

Why Board Games?

Research shows that challenge-based gamification in the classroom leads to an increase of 34.755% in student performance

(ScienceDirect, 2020).

Teachers Like You Say:

★★★★★ "These are great for small group stations! What a fun task card adaption. Students get to play a fun and competitive board game, but they also get to practice learning. Plus, the recording sheet makes it easy to grade and monitor student progress; they aren't just playing, they are actively learning and participating with evidence of ability. Great resource!" - Anonymous

★★★★★ "Very easy to use and I truly believe students learn best through game play." -Tony

★★★★★ "My students love playing games and a simple, easy prep game like this is a great addition to math centers, early finisher activities, and review days." -Nicole