

Dividing by Six

Dividing by Six Game

Name: _____

Recording Sheet

1. $24 \div 6 = 4$	2. $48 \div 6 = 8$	3. $30 \div 6 = 5$	4. $36 \div 6 = 6$
5. $18 \div 6 = 3$	6. $12 \div 6 = 2$	7. $6 \div 6 = 1$	8. $24 \div 6 = 4$
9. $42 \div 6 = 7$	10. $36 \div 6 = 6$	11. $48 \div 6 = 8$	12. $18 \div 6 = 3$
13. $60 \div 6 = 10$	14. $54 \div 6 = 9$	15. $30 \div 6 = 5$	16. $36 \div 6 = 6$
17. $18 \div 6 = 3$	18. $12 \div 6 = 2$	19. $6 \div 6 = 1$	20. $24 \div 6 = 4$

You'll Receive:

- Teacher Tips
- Student Directions
- Printable Math Board Game
- Recording Sheets to Hold
Students Accountable
- Answer Key

Students won't
even realize they
are learning!

learning!

36 ÷ 6 4		42 ÷ 6 5		54 ÷ 6 7		60 ÷ 6 8									
60 ÷ 6 24		54 ÷ 6 23		36 ÷ 6 22		18 ÷ 6 21		12 ÷ 6 20		6 ÷ 6 19		24 ÷ 6 8			
42 ÷ 6 25		Dividing by Six										30 ÷ 6 18		18 ÷ 6 9	
24 ÷ 6 2												48 ÷ 6 28		18 ÷ 6 23	



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9. .	10. $36 \div 6 = 6$	11. $48 \div 6 = 8$	12. .
13. .	14. .	15. .	16. .
17. .	18. .	19. .	20. .

Teacher Tips

- Read the directions to the students and model how to play.
- Be prepared with (paperclips, pencils)
- Every student should have a game board who rolls.
- Create groups of 3-4 students. This means the more students, the more groups.
- Remind students to double check their answers just an added step.
- Show students how to use the spinner.

DIRECTIONS

You'll need a dice or a spinner for each game board and a game piece for each player.

The person whose name comes first in alphabetical order will play first in the game. Roll the die and move that number of spaces on the game board. Each person will solve the problem on their own recording sheet. Everyone will double check their answers with each other. If you have the same correct answers, the next person should roll the die. If you have different answers, discuss it with your team. Find a mistake in your work or try to solve the same problem again, then the next player may go.

Teacher Tips & Student Directions

Teachers Like You Say:

★★★★★ Extremely satisfied

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.

★★★★★ Extremely satisfied

This was a hit during centers. All students were engaged, and better yet- learning! Love this!

★★★★★ Extremely satisfied

These are great for small group stations! What a fun task card adaptation. 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!



Name: _____

Recording Sheet

1.	2.
3.	4.
5.	6.

Name: _____

Recording Sheet

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1.	2.	21.	22.
3.	4.	23.	24.
5.	6.	25.	26.
7.	8.	27.	28.
9.	10.	29.	30.
11.	12.	31.	32.
13.	14.	33.	34.
15.	16.	35.	36.
17.	18.	37.	38.
19.	20.	39.	40.

Student Recording Sheets

Name: _____

Recording Sheet

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1.
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3.
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What's the best way to use this game?

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

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.

Tips for Playing Math Board Games

- Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the 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.

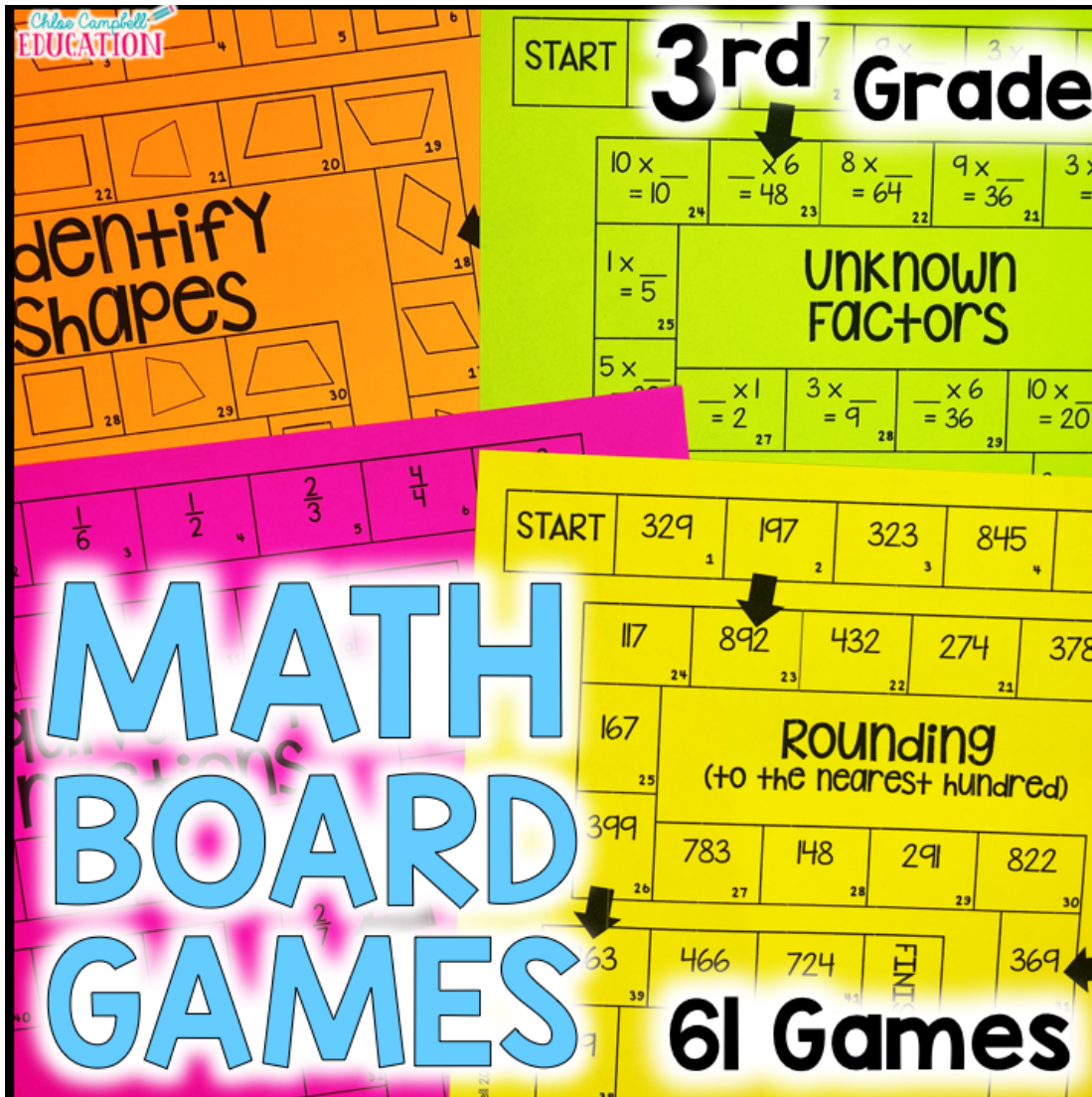
Why Board Games?

Research shows that challenge-based gamification in the classroom lead to an increase of 34.755% in student performance (ScienceDirect, 2020).

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student engagement
and student
achievement increase!

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