

solve a solve a skip ahead solve a back START problem two spaces problem! three problem! spaces ahead solve a skip ahead back skip ahead three skip ahead three problem! two spaces three two spaces solve Circle back two problem! Graphs spaces solve back solve a Lose a a solve a two back problem problem spaces problem! turn! three solve solve FINISH solve a a solve a go back problem! problem! two spaces problem problem! solve back ahead ahead three two three problem spaces spaces spaces solve a solve a solve a skip ahead solve a solve a back problem! problem! problem! three problem! problem

Circle Graphs

SCROLL to take a look inside!

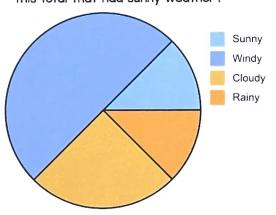
20 Problems Included:



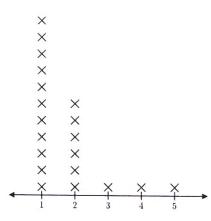
16

A study was done which measured the type of weather a city has received over the last few months. A total of 40 days were surveyed, and the following circle graph was constructed from the percentages obtained.

Based on the data, what is a good estimate for the number of days out of this total that had sunny weather?



A group of moviegoers are asked to rate the movie they just watched on a scale of 1 to 5 stars. Their responses were compiled into a line plot based on each moviegoer's score. Represent this data as a circle graph based on the percent of total responses that belong to each star-numbered score.



Below is a table showing the breakdown of traffic across a bridge.

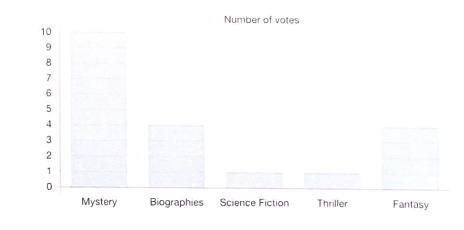
Represent this data in the circle graph.

Туре	Count
pedestrians	86
cars	30
bicycles	74
motorcycles	8
trucks	2

5

A group of customers at a book store was asked about their favorite book genre. The results of this survey are compiled in the following bar chart.

Represent this data as a circle graph based on the percent of total responses that belong to each category.





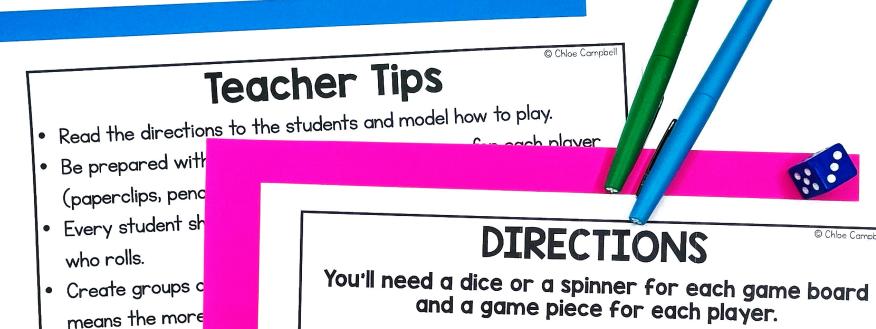








Receive



Remind students

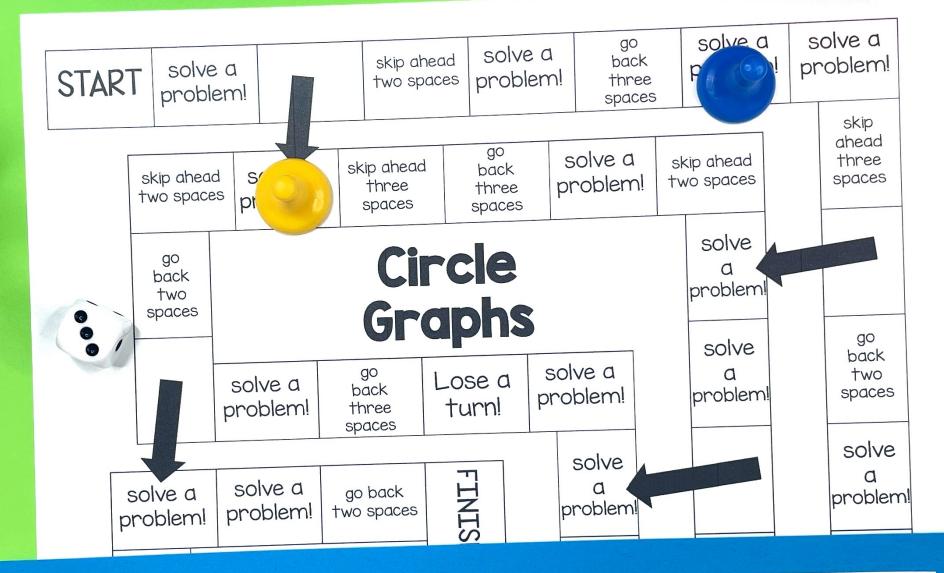
just an added

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.

If you land on a space with an arrow, you must solve the problem before moving to the next space. *If you finish early, play the game again.





Student Recording Sheet



HAPPY TEACHERS SAID...

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

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.

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!

What's the Best Way to Use this Game?

- Math Centers or Stations
 - Whole Group Practice
 - Morning Work
 - Partner Activity
 - Early Finisher Tasks
 - Substitutes

Tips for Playing Math 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 Games:

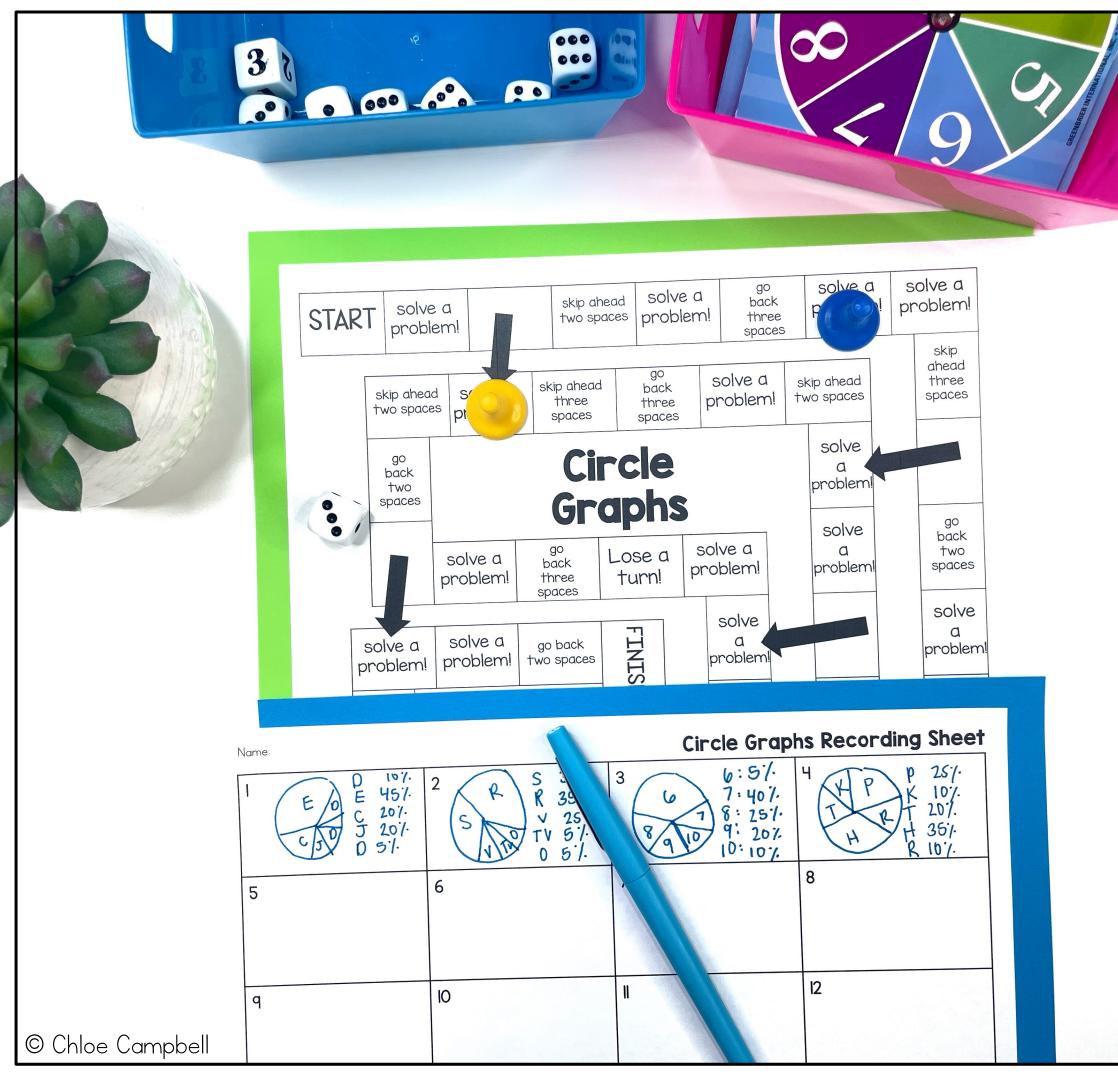
Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.

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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achievement increase!

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