

20 Problems Included:



Riku is trying to save up for college by working a summer job at the grocery store. Each week, he earns a total of \$144 on his paycheck. After the first week, Riku puts away 70% of his paycheck to save for college. After the second week, Riku puts away 40% of his paycheck to save for college. After the third week, Riku puts away 11% of his paycheck to save for college. How much total money does Riku save up for college by the end of the three weeks?

The school football team takes a weekend trip out of town to play a game. After the game finishes, the team goes out to a large mall to eat dinner. The coach gives out \$244 to each student so that everyone can choose where they want to eat. Three of the players decide to go eat at a steakhouse, where they spend 25%, 57%, and 51% of their money, respectively, on their meals. How much total money was spent by the three players at the steakhouse?

Lance is a street vendor who starts out each day with 271 pounds of apples in his cart. On the first day of business, Lance sells 66% of his daily apples. On the second day, he sells 41% of his daily apples. On the third day, he sells 69% of his daily apples. How many total pounds of apples does Lance sell over the course of the three days?

Wong is trying to save up for college by working a summer job at the grocery store. Each week, he earns a total of \$199 on his paycheck. After the first week, Wong puts away 60% of his paycheck to save for college. After the second week, Wong puts away 30% of his paycheck to save for college. After the third week, Wong puts away 56% of his paycheck to save for college. How much total money does Wong save up for college by the end of the three weeks?



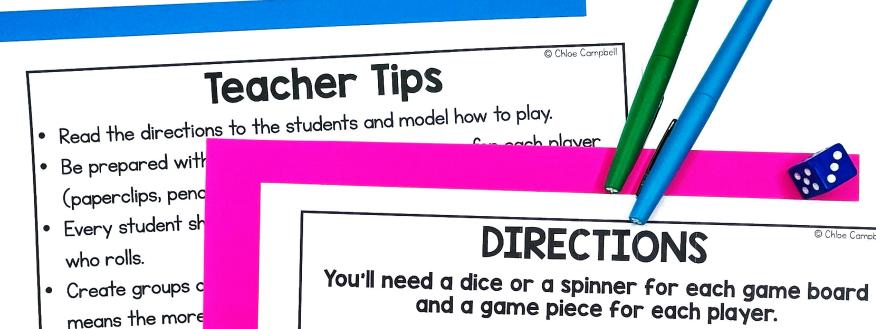








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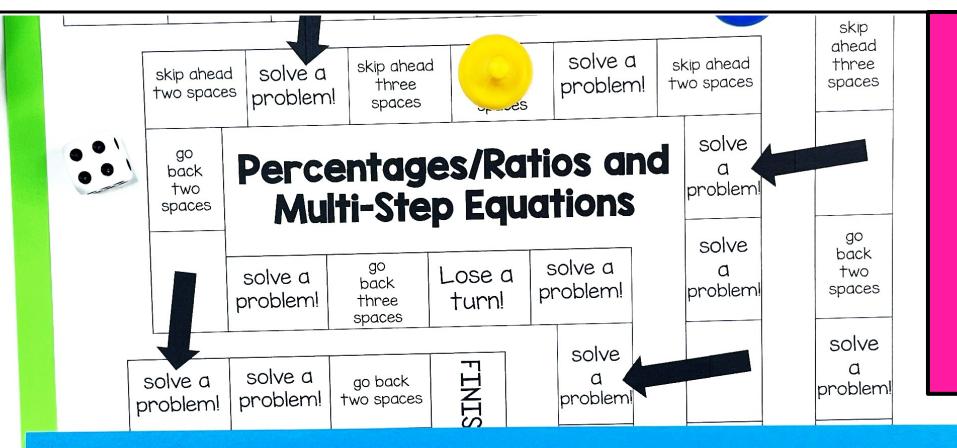
Remind students

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

Name	
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Percentages/Ratios and Multi-Step Equations Recording Sheet

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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:

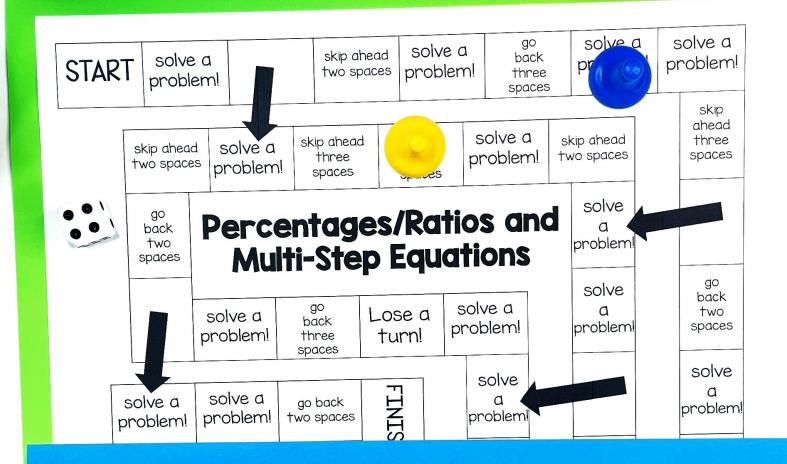
Remind students that the focus is not playing the game...that's just an added bonus! The focus should be on practicing the math skills.

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).



Percentages/Ratios and Multi-Step Equations Recording	g Sheet	
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