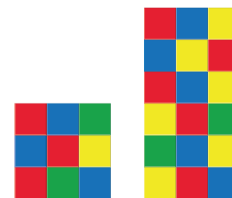


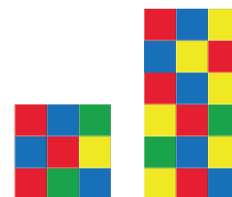
Directions:

- Partner A:
 - Use 16–24 tiles to build a rectangle. Don't let your partner see it!
 - Describe it to your partner.
- Partner B: Build the rectangle your partner describes to you.
- Place the 2 rectangles next to each other. Discuss how the rectangles are alike and different.
- Switch roles and repeat.



Directions:

- Partner A:
 - Use 16–24 tiles to build a rectangle. Don't let your partner see it!
 - Describe it to your partner.
- Partner B: Build the rectangle your partner describes to you.
- Place the 2 rectangles next to each other. Discuss how the rectangles are alike and different.
- Switch roles and repeat.



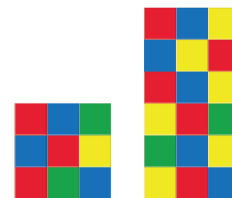
Directions:

- Partner A:
 - Use 16–24 tiles to build a rectangle. Don't let your partner see it!
 - Describe it to your partner.
- Partner B: Build the rectangle your partner describes to you.
- Place the 2 rectangles next to each other. Discuss how the rectangles are alike and different.
- Switch roles and repeat.



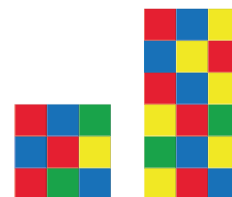
Directions:

- Take out the cards 6–10 and set them aside.
- Flip over 2 number cards to make a two-digit number.
- Both partners build as many rectangles as they can with the area given on the cards.
- When both partners are finished, compare rectangles.
- Partners get 1 point for every rectangle with the given area.
- Partners get 2 points if they build a rectangle with the given area that their partner does not have.
- The partner with more points after 8 rounds wins the game.



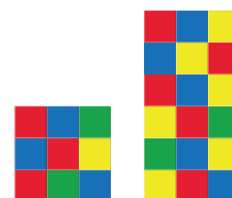
Directions:

- Take out the cards 6–10 and set them aside.
- Flip over 2 number cards to make a two-digit number.
- Both partners build as many rectangles as they can with the area given on the cards.
- When both partners are finished, compare rectangles.
- Partners get 1 point for every rectangle with the given area.
- Partners get 2 points if they build a rectangle with the given area that their partner does not have.
- The partner with more points after 8 rounds wins the game.



Directions:

- Take out the cards 6–10 and set them aside.
- Flip over 2 number cards to make a two-digit number.
- Both partners build as many rectangles as they can with the area given on the cards.
- When both players are finished, compare rectangles.
- Players get 1 point for every rectangle with the given area.
- Players get 2 points if they build a rectangle with the given area that their partner does not have.
- The player with the most points after 8 rounds wins the game.



1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- Take out the cards that show 0 and set them aside.
 - Flip over 2 number cards and find the value of the product.
 - Both partners build as many prisms as they can with the given volume.
 - When both partners are finished, compare prisms.
 - Partners get 1 point for each prism with the given volume.
 - Partners get 2 points if they build a prism with the given volume that their partner does not have.
 - The partner with more points after 8 rounds wins the game.
-

Directions:

- Take out the cards that show 0 and set them aside.
 - Flip over 2 number cards and find the value of the product.
 - Both partners build as many prisms as they can with that given volume.
 - When both partners are finished, compare prisms.
 - Partners get 1 point for each prism with the given volume.
 - Partners get 2 points if they build a prism with the given volume that their partner does not have.
 - The partner with more points after 8 rounds wins the game.
-

Directions:

- Take out the cards that show 0 and set them aside.
- Flip over 2 number cards and find the value of the product.
- Both partners build as many prisms as they can with that given volume.
- When both partners are finished, compare prisms.
- Partners get 1 point for each prism with the given volume.
- Partners get 2 points if they build a prism with the given volume that their partner does not have.
- The partner with more points after 8 rounds wins the game.

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10