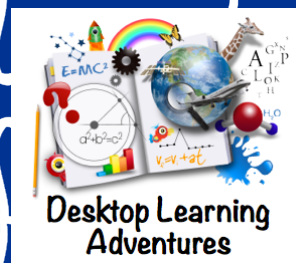
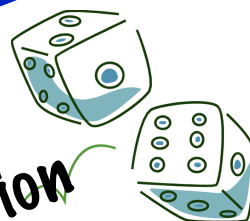


PEMDAS Practice
Includes
Rules & Game Boards
Embedded Differentiation
8 Ways to Win!

**A Computation
Strategy Game**

Grades 4-8

36 BINGO



You might also Like ~ To preview ~ Just click the pic!

Crack the Code Grades 5-7

Celebrating Pi Day

Diameter, Radius, Circumference, Area & Perimeter of a Circle

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Kids Love To Crack The Code!

"My kids loved this! It was a great way to practice protractors and angles."

"Great puzzles to extend our decimals topic in math."

"My students enjoyed cracking the code while practicing their skills!"

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3 Crack the Code Puzzles Grades 4-8

MONEY

Making Change, 20% Off Sale, & Estimating Costs

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The Phantom Tollbooth Grades 5-7

Crack The Codes Bundled

Fractions: Adding & Subtracting Like & Unlike Denominators

Decimals: Multiplying, Rounding to hundredths, & Ordering

Adding & Ordering to thousandths

Adding & Subtracting

Includes 8 puzzles with Teacher Notes, Answer Keys, Sample Problem, BW copies for students

Connect 5: Ordered Pairs Game Grades 5-7

Set includes a variety of options for use!

Includes color, BW, full-sized & half-sized 4-quadrant game boards, 4 ordered pair cards, challenge cards, wildcards, pairing cards to match colored game boards, game instructions, teacher instructions with differentiation ideas. BW boards work well as consumables...

Practice finding & naming ordered pairs with this fun interactive game!

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7 Protractor Practice Crack the Codes! Grades 4-7

Os & 5s! Now Try This! You Name It! Extend Your Thinking with Supplementary & Complementary Angles! * Additional Puzzle only available here!

BUNDLED!

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Using Divisibility Rules & PRIME FACTORS TO FIND FACTOR PAIRS

Includes all teacher notes & printables

- Finding patterns within divisibility rules
- Practice activity testing divisibility
- Pattern relationships on 120 Chart
- Student reference sheets with Divisibility Rules & Factor-Multiple Comparison
- Using divisibility rules with prime factors to create factor pairs in numbers
- Factor Pair VENN Challenge

Pick and choose - This set contains 4 activities. Great for centers!

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FDP NUMBER LINE~ Grades 4-6

Build with Equivalent Fractions, Decimals & Percents

FDP Number Line includes: Teacher Instructions - Think About It Posters - Student Reflection - Answer Keys - Math Reflection - Scoring Rubric - Teacher Graph Organizer

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PEMDAS Bowling Grades 5-8

computation Game

A fun activity that builds fact fluency with multi-step equations!

PEMDAS Bowling Game includes all teacher notes with additional extensions and ideas, such as using the date to build stem-leaf plots, finding mean, median, mode, or even starting your very own bowling league! Also included, How to Score in Bowling reference! Includes practice printable, as well as bowling's scorecard and Bowling League data collection sheet.

It's a terrific way to add some variety to your everyday math plans, whether it's the first of the year, before or after a holiday break or the end of the school year!

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Math Games Galore! Grades 4-8

LET'S ROLL 'em!

PEMDAS BOWLING

Teach these games early in the year for go-to activities the rest of the year!

- Naturally differentiated
- Great for centers & early finishers
- Works well for subs & last minute

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Factors of 100 Patterns with Arrays, Factors & Multiples Week-Long Unit

Skills Addressed

- Factors - Multiples
- Patterns - Composites
- Prime Numbers - Proper Factors
- Square Numbers - Deficient, Abundant, Perfect Numbers
- Organizing Data

Grades 4-6

Easy to differentiate - Ongoing Assessment Opportunities - Includes Daily Lesson Plans, All Student Worksheets, Answer Keys *Also available as part of a bundle with Divisibility Rules**

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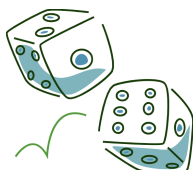
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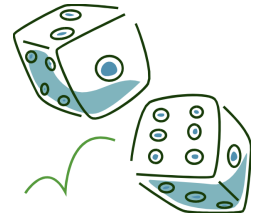
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| Game Sheet Backs for additional equation space | 4 |

36 Bingo - A fun way to challenge your math thinking!



Materials: paper (or game board), pencil, 3 die

Directions: Each player draws a 6 X 6 grid on his/her paper (or uses the game board). Number the squares from 1 - 36 in any order. Decide who goes first. Roll the 3 die. You may $+$ $-$ \times or \div the numbers you rolled in an equation to get one of the solutions on your **36 Bingo** game grid. Each person rolls his/her own set of numbers. All three numbers must be used and can be used only once per roll. Mark your solution on your game board. **Be sure to record your equation to get credit for the answer.** When you think you have won, have your partner(s) check your solutions for accuracy. If one of the equations doesn't work, unmark that answer and play continues. See below for various ways to win.

Try this! Use a deck of cards or combine several old decks - aces through 9s. Each player draws 3 cards and proceeds as above. When finished, place the cards in a discard pile. When the draw pile is empty, reshuffle the discards and use them again.



| | | | | | |
|----|----|---------------|----|----|----|
| 1 | 15 | 20 | 3 | 6 | 2 |
| 4 | 7 | 19 | 13 | 5 | 9 |
| 8 | 10 | 4 | 16 | 22 | 11 |
| 12 | 17 | 22 | 18 | 24 | 36 |
| 31 | 23 | 27 | 30 | 33 | 25 |
| 26 | 28 | 29 | 34 | 32 | 35 |

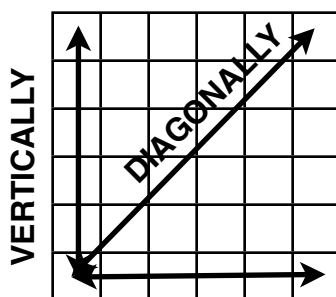
EXAMPLE:

You rolled 4, 5, 6. One way to use those numbers is

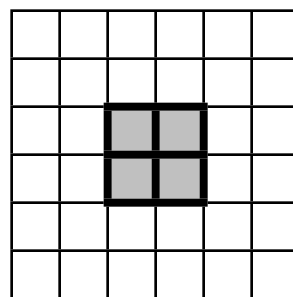
$$(6 \times 4) - 5 = 19$$

What if 19 had already been marked off. What other solutions can you get using 4, 5, and 6?

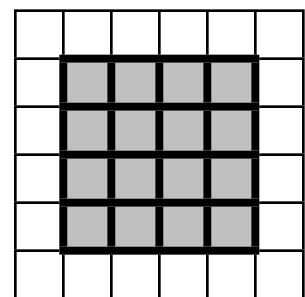
8 Ways to Win!



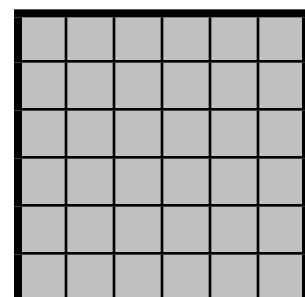
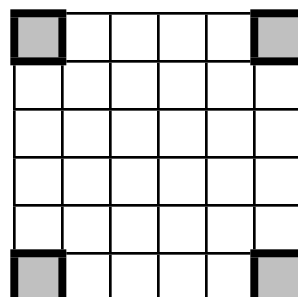
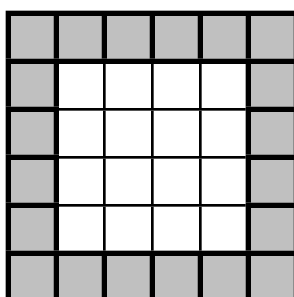
HORIZONTALLY



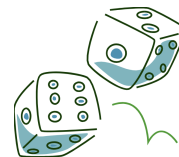
FINAL FOUR



SWEET SIXTEEN



36 Bingo~ Teacher notes...



Grade levels: 4th - 8th
Time: 1 math period

This has been a popular game in my math classroom. I usually teach it early in the year, so I can have it in my arsenal of go-to activities. Once the students learn how to play, it's a great game to leave for substitutes! Many subs have commented how engaged the students were when playing. Depending on age and ability of your class, some may need more support than others to get started. I've included my introduction to 5th and 6th graders. Adjust accordingly.

Activity Prep:

Run copies of **36 Bingo** instruction sheet, along with enough game boards (run front to back, cut in half) for everyone. Each group will need 3 dice per group (or decks of cards Ace-9 per group) pencils.

Introducing 36 Bingo the first time~

Organize students in pairs or threes. Using 4, 5, and 6, everyone creates as many number sentences as possible in two or three minutes (set a timer). **Turn and Talk***: What's the largest number they could get by solving their equation? What about the smallest? What operations were used to get those answers? **Record** several of their equations. It's a good quickie assessment to check flexibility in thinking. **Note**: From a teaching standpoint, students need to have both operations in one number sentence. Do this: $(4 \times 6) - 5 = 19$; not this: $4 \times 6 = 24 - 5 = 19$

Play the game~

Give everyone a game board and instruction sheet. Each person silently reads instructions. Next, they talk you through the steps to get started, while you model numbering the game board from 1-36 by using the document camera (or overhead or white board), randomly placing the numbers, but doing it in consecutive order to be sure to get every number. Pick one of the equations from the warmup to start. Be sure to record. Check for understanding; answer questions; let them play. If there's a group that generally needs more assistance, pull them together and play with them until they get it.

Determining winners~ Place a copy of **Ways to Win** on overhead (transparency)/white board.

Depending on class size, there can be one to three winners per way to win. For example: 3 students "captured" the **4 CORNERS**. Write their names on that **Ways to Win** board and announce **4 CORNERS** closed. **When someone thinks they've won one of the ways**, they first have to present their equations to the other players in their group for checking. (*It helps if they highlight the equation or put a star beside it for a quick check. It saves a lot of time spent hunting for the equation.*) After partners agree on accuracy, that player brings it up to be added to the "Winners List"; then returns to his/her seat and continues play. They can win more than once. **Note**: Feel free to adapt the "winner" rules to work in your classroom.

Differentiation opportunities~ Extensions

Blackout- Fewest rolls needed, making as many solutions from those three numbers possible before rolling again.

Roll 4- Use four die or pick four cards. Make as many solutions from four numbers before rolling/drawing again. All four numbers must be used once.

Additional Considerations and Uses~

Control numbers used (1-6 or 1-9) • Order of operations practice (PEMDAS) • Use of parentheses • Numbers used as fractions or exponents • Positive & Negative Integer possibilities • Strategic thinking by manipulating the numbers for a desired result • Use as a go-to game when students finish other assignments • Remediation practice of math facts • math centers

Depending on grade level and sophistication of the students, there is a vast opportunity for discovery in this game. I don't tell them that they can use the numbers as exponents or positive/negative integers. The students who get it and are fluent figure it out on their own. Usually, that leads to others wanting to try it.

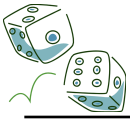
Homework opportunities~

Send it home! The expectation is they take the rules home and teach their parents/ siblings how to play. It also gives parents another way to help their kids learn their math facts. To get credit, they need to bring the game board back, showing someone won *at least 3 different ways*. If they weren't the winners, they need to bring the winning board back, along with theirs. If there's no one to play against, students can play **Solitaire** and again, need to win at least 3 different ways.

* **Turn and Talk** is a technique used to get everyone involved in the discussion. They turn to the person next to them and both share their thoughts. I give them 15-30 seconds; and then we share out.

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Record additional equations here.



Record additional equations here.