



Football Factor



Level: Grade 4 – 8

Skills: Multiplying 10's and 1's, multiple addend addition, probability.

Players: 2

Equipment: One decadic, game board, pencils

Getting Started: The goal of the game is to have the greatest number of points after four quarters. Players start off by choosing a 'goal factor'. This value will be multiplied by the dice roll to determine the points earned for a goal.

Teaching Tip: Encourage students to select the times tables that they need to practice the most (eg 6x, 7x, 8x, 12x).

Player one starts by rolling the decadic and multiplying the die by the goal factor to determine their goal score. Player one then rolls a second decadic. This value is the points score. It is added to the goal score to determine the total score for the first quarter.

The next player takes their turn and play continues until both players have played four quarters.

Players can record their scores in the football factor game board.

Example: Teams choose 6 to be the goal factor.

Player one, First Quarter

Goal Roll:

Goal Score: = $6 \times 90 = 540$

Points Roll:

Points Score: = 40

Player One's total score for the first quarter is 580 ($540 + 40$).

Player One

	Touchdown	Field Goal	Total
1st Quarter			
2nd Quarter			
3rd Quarter			
4th Quarter			
Total Football Score			<input type="text"/>

Player Two

	Touchdown	Field Goal	Total
1st Quarter			
2nd Quarter			
3rd Quarter			
4th Quarter			
Total Football Score			<input type="text"/>

Player One

	Touchdown	Field Goal	Total
1st Quarter			
2nd Quarter			
3rd Quarter			
4th Quarter			
Total Football Score			<input type="text"/>

Player Two

	Touchdown	Field Goal	Total
1st Quarter			
2nd Quarter			
3rd Quarter			
4th Quarter			
Total Football Score			<input type="text"/>