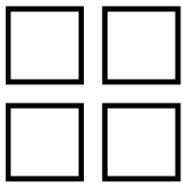
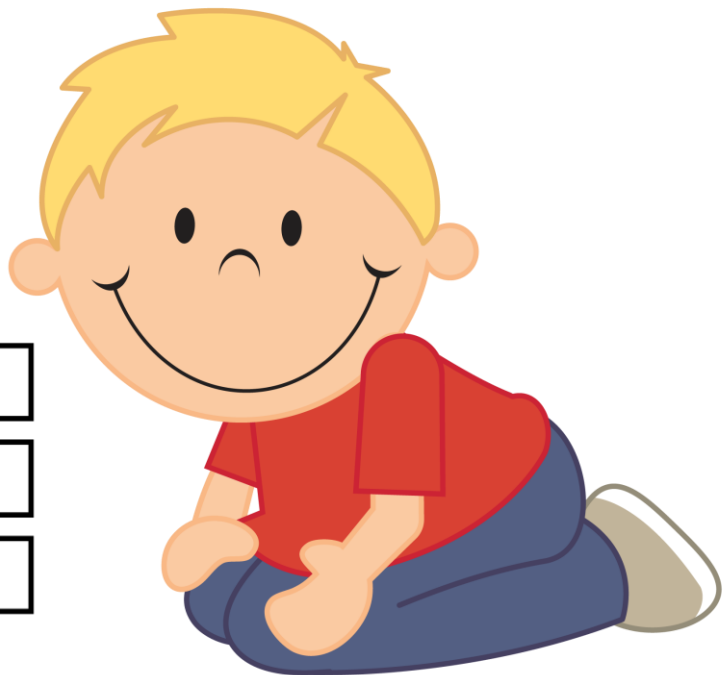
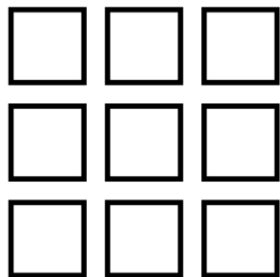


Raving Rectangles

$$2 \times 2 = 4$$



$$3 \times 3 = 9$$



Adapted from: http://maccss.ncdpi.wikispaces.net/file/view/3rdgrade_GAMES_3.21.14.pdf

Raving Rectangles

Materials:

- Game board or graph paper
- 2 different colored pencils, markers, or crayons
- 2 dice (6 or 10-sided)

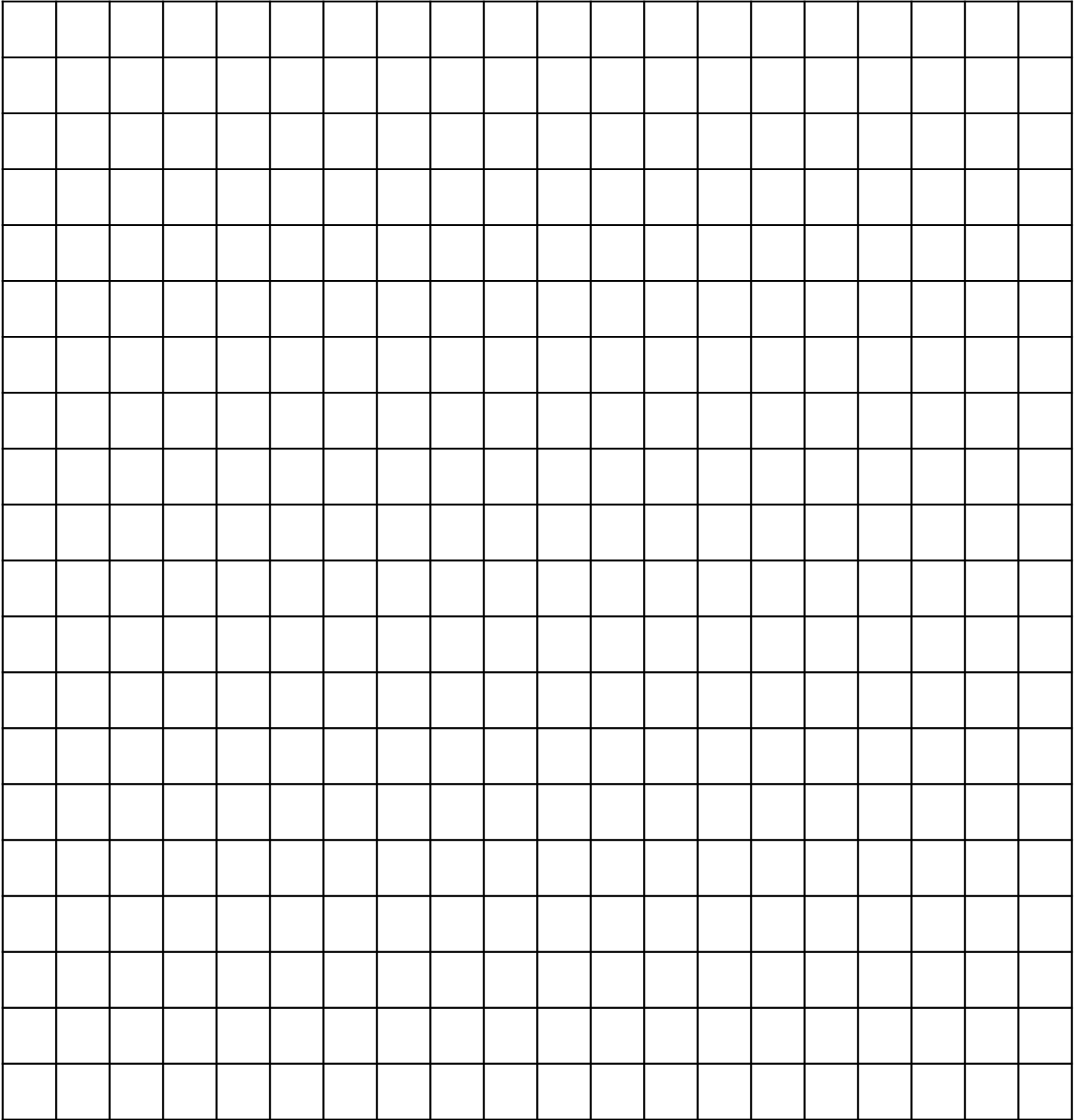
Directions:

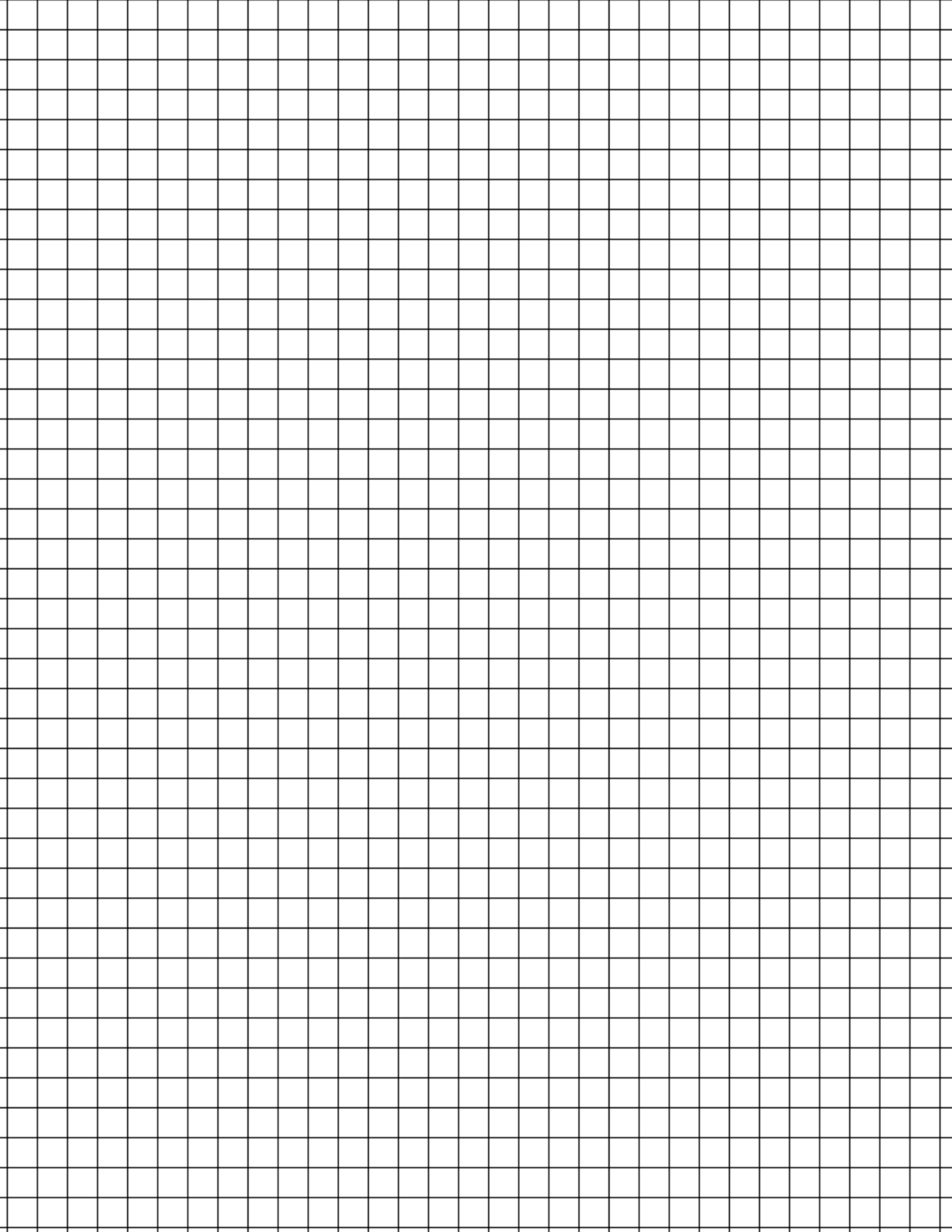
- 1) Each player takes a turn rolling the dice to get two factors.
- 2) The player outlines and colors a rectangle on the game board to match the pair of factors. Example: a roll of 6 and 3 is colored as a 6×3 rectangle or a 3×6 rectangle.
- 3) The player writes the equation (area) inside the rectangle.
- 4) A player loses a turn when the rectangle cannot be drawn on the game board.
- 5) The winner is the player with the most colored area.

Variations:

- 1) Split a Factor - Play as above, but on each roll the player is allowed to split one of their factors and fill in two arrays. For example, if 5×6 would not fit on the board, they could split it into 2×6 and 3×6 . They would then outline these two arrays and two products claiming both areas.
- 2) Practice one factor at a time and roll the other. For example, if the 6 times tables are being focused on, one factor is always 6.

Raving Rectangles





Graphics and Fonts

KariBolt
children's illustrator



kimberly
geswein
fonts



HIDESY'S
CLIPART