

## Chapter 2 Math Link: Wrap It Up!

This worksheet will help you with the Wrap It Up! on page 85.

Several game ideas involving dice, coins, and playing cards were presented in this chapter. Complete the following steps to create your own game that can be played with a partner or in a small group.

The game must include:

- calculations that involve at least two operations and both positive and negative rational numbers
- dice, coins, playing cards, or other materials to generate numbers

**Step 1** Select an idea from those presented in the chapter, or come up with your own idea.

**Step 2** Identify what type(s) of rational numbers you will use: rational numbers in decimal form, rational numbers in fraction form, or both. Also, identify how they will be generated.

Example: Using dice, you roll a 2 and a 3. As a rational number in decimal form, this could be \_\_\_\_ or \_\_\_\_\_. As a rational number in fraction form, this could be \_\_\_\_ or \_\_\_\_\_.

**Step 3** Identify how you will create both positive and negative values.

Example: Flip a coin. Heads is \_\_\_\_\_, and tails is \_\_\_\_\_.

**Step 4** Choose which operations you will use in your game.

**Step 5** Determine rules and scoring.

Example:

Rules: Each player must roll dice and flip a coin to create and multiply two rational numbers.

Scoring: Each player gets one point for the correct product and one point for the product furthest from zero.

Winning the game: The player who has the most points after ten turns is the winner.