

# Contig

*A Game of Math & Thinking*

**Mental Computation**

**Grades 2-5**

# Contig

## A Game of Math & Thinking

**Materials:** 6-sided numeral or dot die (labeled 1-6), game board, bingo chips of two different colors.

**Object:** To get the most points by capturing squares *contiguous* to other squares occupied by a chip of either player.

**Procedure:** Player 1 (or team 1) rolls three (or four) die or a single dice three (or four) times. The player uses all of the three (or four) numbers to compute. The player may add, subtract, multiply, divide, or a combination of these to find a number on the game board. The player places his/her bingo chip on this number indicating he/she owns this square.

Example: Player 1 rolls a 6, 6, 3 and 2. He/she might add 6 and 6, then subtract 3, and finally multiply to 2 to get 18  $[(6 + 6 - 3) \times 2]$ . Or add 3 and 2, divide 6 by 6 and then subtract the two answers to get 4  $[(3 + 2) - (6 \div 6) = 4]$ . Any combination works as long as you use all of the numbers once.

Player 2 now does the same - roll the die, compute and place his/her color bingo chip on the board.

Points are received when a player can place his/her bingo chip in a square that touches (is contiguous to) a square that is occupied by a bingo chip of any player (including his own). The square may be horizontal to, vertical to, or diagonal to the square it touches. If a bingo chip touches two other bingo chips, two points are scored, and so on.

The game ends when the time is up or when an agreed-upon point total is met.

Scores

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1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	44	45	48	50	54	55
60	64	66	72	75	80	90	96
100	108	120	125	144	150	180	216

Team Members

Total

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