

Playing for Points

- You need**
- 15 counters
 - a dice
 - 3 sets of 0–9 digit cards
 - 2 classmates

Activity

Kent and some of his friends go to the games arcade to play Zone Ball. They check the day's high scores. (The high score table can hold only 6 high scores at one time.)

1. Put the high scores in order to find out who is coming first, second, third, and so on.
2. What would the new high score table look like after the friends played and got these scores?



Game

Play this game with 2 classmates.

- One person shuffles the digit cards and places them in a pile, face down, between the players.
- Each player picks up 4 digit cards.
- Each player then makes a 4-digit number with their cards and reads the number to the others.
- The players order the 3 numbers from the smallest to the largest number.
- They then take turns to throw the dice. For each throw, the 3 players follow these steps:



Step 1	Step 2	Step 3
Dice shows:	Player who made:	takes:
1 or 4	the smallest number	1 counter
2 or 5	the middle number	1 counter
3 or 6	the largest number	1 counter

Bonus Point

At the end of each round, each player removes one of the digit cards from their number and makes the smallest number they can from their remaining cards. The person who makes the smallest number wins a bonus point and adds a counter to their pile.

- The first player to get 5 counters in their pile wins the game.