



Name: _____ Date: _____

Random Rollers

Random Numbers

In this number game, each player scores points by assigning random numbers generated by a calculator to their game sheet in the appropriate places. the winner is the person with the most points after each player generates 10 random numbers.

Directions

- 1 . Each player needs one game sheet.and one calculator.
2. The random number key   will be used to generate each random number. Players are to ignore the decimal point displayed (.634 is 634).
3. Each player must decide where to place their random number after each turn. Once a number is place in a spot on the game sheet, the player may not erase that number or use it in another place.
4. If a player cannot place a number generated from the calculator, the player loses their turn and no place on the game sheet if filled. For example, if the player's last open place after nine turns is "An even number closet to 500", and the player generates 431 , then the player loses their turn since an odd number cannot be played in that place.
5. The winner is the player with the most points after 10 turns.

	GAME1	GAME2	GAME3
The largest number =			
The smallest number =			
The largest even number =			
The smallest even number =			
The largest odd number =			
The smallest odd number =			
An even number closet to 500 =			
An odd number closet to 500 =			
The largest number between 750 and 999 =			
The smallest number between 001 and 250 =			
Total Points			

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Objective: Use the calculator to explore random numbers

NCTM Standards: Mathematics as Problem Solving; Estimation

Directions :

This popular classroom game can be adapted using the calculator. The original game call for each student to go to a self-selected corner of the room while one person from the class closes their eyes and waits for all other students to go to their corners. The person sitting down call out one of the corners. All the students in that corner then sit down. The remaining students shuffle themselves, either picking a new corner or remaining in the corner they previously selected. This continues until only a few students are remaining. At this point, the game changes to where the corner called is the corner that remains standing. The one person who remains standing becomes the next corner caller.

To adapt this to the calculator, label each of the corners in the room with the following ranges: 1-249; 250-499; 500-749; 750-999. Each student is given a calculator and instructed to generate a random number on their calculator. Students go to the corner appropriate to the random number they generated on their calculator. As an extension, the students can order themselves from the lowest to highest in numerical order. The teacher uses the overhead calculator to generate the random number. All students within the four corner range are to sit down. The game continues until there is only one student standing.