



Buzzing for Products

Students take turns selecting factors to multiply. They score points based on the value of the product in relation to several target numbers.

Steps . . .

Cooperative Structure

Play-N-Switch

Materials

- **Buzzing for Products** game boards (1 per pair)
- Game markers in two colors (bingo chips, pattern blocks, dried beans, etc.)
- Calculators (1 per person)

Getting Ready

Review estimation of decimals. In addition review concepts of comparing and ordering decimals. You may want to demonstrate the scoring method in advance using a few practice problems.

1 Give each pair one **Buzzing for Products** (page 111) game board, one calculator, and a handful of game markers.

2 The first player selects two numbers by placing markers on two different bees.

3 Both players use a calculator to check the product.

4 The person selecting the numbers scores the appropriate points according to which hive the product falls into.

5 Players take turns selecting numbers to multiply. Players may only select numbers which are not already covered.

6 Points are tallied at the end of the game.

7 Players praise each other and discuss winning strategies.

8 Game boards are cleared and players switch partners.

Variations...

- **Combined Points** - Instead of competing against each other, have students keep a running tally of their combined points. Let them play several times and try to beat their best score.
- **Create a Learning Center** - Buzzing for Products works well in a learning center. You can use it as a part of a Rotation Learning Center review or set it up as a Learning Choice Center. Refer to pages 14-15 for more information about centers.

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0.5 0.95 15.2 61.4

19.2 0.38 82.64 75.8

103.9 9.7 7.69 153.2

1.8 4.3 8.4 32.4

2 Pts <50 5 Pts 50 - 100 2 Pts >100

Points	1												
	2												