**![C:\Users\miffpika\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\2D0VUZXG\MC900323578[1].wmf]()![C:\Users\miffpika\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\K68YWIRK\MC900431537[1].png]()High or Low DD**

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**2 to 4 players**

**Materials:**

* **deck of cards with 10s, Js, Qs, Ks & Jokers removed**
* **one six-sided die**
* **whiteboards & markers or pencils & paper**

**Rules:**

1. Have all players create a game board. See below.

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1. Player 1 rolls the die. If an **even** number is rolled, the goal of the round is to make the **greatest possible product**. If an **odd** number is rolled, the goal of the round is to make the **least possible product**.
2. Player 2 flips over a card and all players mark the value of the card on one of the four blanks, **keeping in mind the goal for that round**.
3. Player 3 flips over a card and all players mark the value of the card on one of the three remaining blanks.
4. Continue flipping cards until all four blanks are filled.
5. Using the box method for 2-digit by 2-digit multiplication, each player finds the product of their multiplication sentences.
6. The winner of the round is the player who has either the greatest or the least possible product which depends on the goal for that round.
7. Play again. First player to get three points is the winner!