# Moving Remainders Division Game

Basic Directions (Single Digit Divisors)

Moving Remainders works well as a cooperative learning game for pairs or as a math station activity. Laminate the game boards before use because your students will want to play the game over and over. The objective is to move around the board by successfully completing division problems. Students take turns rolling a die and dividing the number under their game piece by the number on the die. If their quotient has a remainder, they move forward the number of spaces indicated by the remainder. Complete student directions can be found on the next page. It's best to introduce this activity in a whole group setting using an interactive whiteboard or an overhead project. The teacher can play against the class, and all students can work each class problem on scrap paper or individual dry erase boards. When everyone is comfortable with the rules of the game, divide students into pairs of similar ability to play the game.

Enrichment Activity (Double Digit Divisors)

To increase the level of difficulty, have students add a zero to the number they rolled and create a multiple of 10 to use as their divisor. Because the remainders will often be greater than 10, have students roll one die again to determine how many spaces to move ahead. To make the game even more challenging, have students roll two dice and use the numbers to create a two-digit divisor.
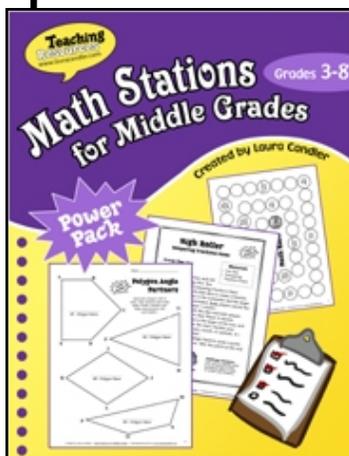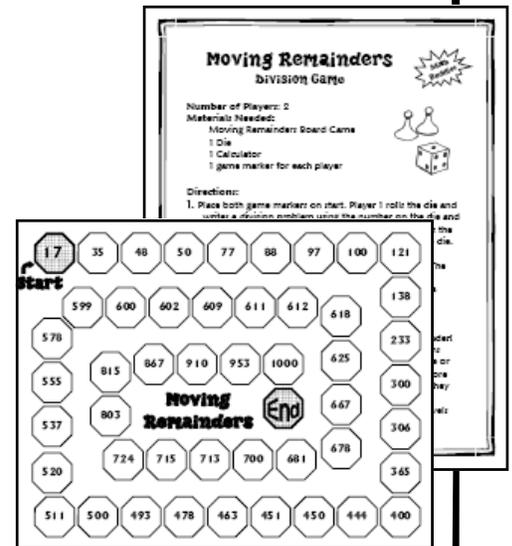
Visit Teaching Resources at www.lauracandler.com for more math games and activities. Moving Remainders is one of several dozen math station activities that can be found in Laura Candler's **Math Station for Middle Grades** ebook. The book offers strategies for setting up and managing math centers or stations in grades 3 through 8. To preview or purchase this book, click on the link below: www.lauracandler.com/books/mathstations.php.

Moving Remainders
Division Game
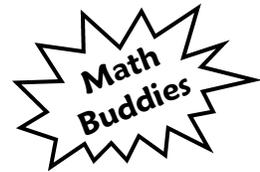
Number of Players: 2
Materials Needed:
> Moving Remainders Board Game
> 1 Die
> 1 Calculator
> 1 game marker for each player
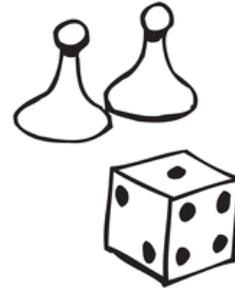
Directions:

1. Place both game markers on start. Player 1 rolls the die and writes a division problem using the number on the die and the first number on the game board. (The dividend is the starting number and the divisor is the number on the die. Ex: 17 ÷ 3)

2. Player 1 uses paper and pencil to solve the problem. The product must be written as a whole number plus a remainder. No decimals for this game! Player 2 uses a calculator to check, coaching Player 1 if necessary.

3. Player 1 moves the number of spaces as shown by the **remainder**. Ex: 17 ÷ 3 = 5r2 so the player moves 2 spaces. Player 1 is stuck if the problem had no remainder!

4. Players take turns throughout game. If a player remains stuck on a number for two turns, on the third turn he or she may move the gamepiece one place forward before rolling the die. Players can get help on a problem if they need it.

5. The winner is the one who gets to the end first or travels farthest before time is called.

Moving Remainders

121 138 233 300 306 365 400

100   444

97   618 625 667 678   450

88   612   1000   End 451

77   611   953   681 463

50   609   910   700 478

48   602   867   713 493

35   600   715 500

17   599   815 803 724   511

Start 578 555 537 520