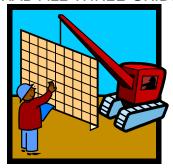
## **GRID GRAB GAME**

BE THE FIRST PLAYER TO GRAB ALL THREE GRIDS!



A game for two players or two teams

## Materials:

- Spinners and a paperclip
- · Colored pencils
- Recording sheet
- Grids handout for each team or player

## **Preparation:**

- Write the following numbers on the five sectioned spinner: 1/2, 1/4, 1/5, 1/10, and 3/4.
- Write the following numbers on the six sectioned spinner: 15%, 30%, 5%, 0.40, 0.35, 0.45.
- Optional Use only the ten sectioned spinner and write all of the above values on it, omitting 3/4.
- Give each player or team a recording sheet and a grids handout.

## **How to Play:**

- 1. A player or team will spin each spinner, record the numbers, find the sum and then shade the grid. The sum recorded should match the amount of the grid shaded!
- 2. The opposing player or team will watch for accuracy and then take a turn.
- 3. In the second round, the two new spins are shaded onto the grids with a new color. Then the values are recorded and added to the previous sum for a new total. Again, the new total should match the shaded area of the grids. For example, if the sum in round one is 65% (or 0.65), and a player spins 1/2 and 5%, the new sum would be 120% (or 1.20), which is one whole grid and 20 small squares on the second grid. Also, 65 small squares should be shaded with one color, and 55 small squares shaded with a second color.
- 4. The winner is the player or team who grabs the largest amount of the three grids. Each grid represents 100%. The goal is 300%.
- 5. NOTE: If a sum goes over one whole, a player or team may put the leftovers on to another grid and begin to fill it. BUT, a team is not allowed to exceed 300%. For example, if a team has 260% and spins a total of 1/2, they must lose a turn because the total sum would be greater than 300%.