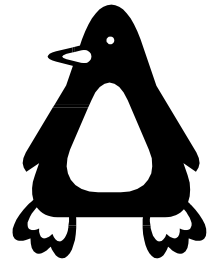












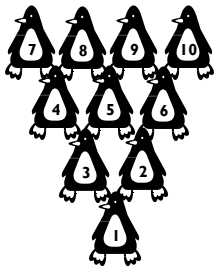
# Penguin Bowling

## Recording Sheet



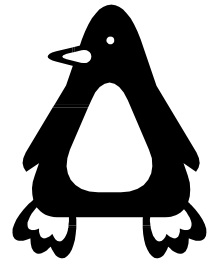
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# Penguin Bowling

## Game Directions



**Players:** 2-4

### Materials:

- Penguin Bowling Recording Sheet for each student (reusable if inserted in sheet protector; use dry erase markers to record)
- Penguin Bowling Score Sheet: 1 per group (reusable if inserted in sheet protector; use dry erase markers to record)
- 4 dice per group
- timer

### Game Directions:

- Distribute Penguin Bowling Recording Sheets and Score Sheets.
- Groups enter student names on Score Sheet.
- One student in group tosses the four dice. All students use these same 4 numbers and write them in the boxes at the top of the Recording Sheet.
- Teacher sets the timer (2 minutes) and says “GO!”
- Each student uses 2-4 of the dice numbers and any of the 4 operations (+, -, \*, /) to write expressions that result in an answer of 1-10. NOTE: Numbers may only be used once in any expression unless the dice toss had doubles of that number.
- Students need to find an expression for each of the numbers 1-10 and record them in the spaces next to the penguin number.
- Students knock down a penguin bowling pin for each correct expression they record on their Recording Sheet.
- Students continue to work individually until the time is up and the teacher says “STOP!”
- Students put down pens/pencils and exchange recording sheets within the group.

### Scoring Directions:

- Students check each others’ expressions and jointly decide how many points each member of the group has earned, recording that number in Box 1 on the Score Sheet.
- NOTE: If any student gets 10 correct expressions, one for each of the numbers 1-10 within the allotted time, he/she scores a STRIKE. Student should make an X in the small square in the upper right corner of the scoring box. As in bowling, no score is written in the large section. Instead, the student continues to play the next two rounds, noting how many pins (1-10) the student knocks down in each of these two rounds. After those rounds are completed, the student scores 10 points plus the sum of those next two rounds. This number is written in the STRIKE box.

	1	2	3	4	5		TOTAL
Sam	6	5	8	25	7	8	59

- Game is 5 rounds. Student with the highest total wins the game.
- NOTE: 2 extra boxes are provided for scoring students who get a STRIKE in 5th round. Only this player plays two extra rounds to get total score for 5th round.