## Unit 2 Game

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## Factor Finder

What you need: Factor Finder Recording Sheet, Factor Finder Game Board, 2 sets of Digit Cards (1-9), 40 counters (2 different colors)


## Directions

- Mix the Digit Cards and place them facedown in a stack.
- Player A picks a card and writes the digit on that card in the list at the top of the Recording Sheet to make a two-digit number.
- Player A writes that two-digit number and all the factors for that two-digit number on the Recording Sheet.
- Player A places counters on the Game Board to cover the factors for that two-digit number. Not all factors are on the Game Board, and some factors appear more than once. Cover a factor only once in a turn.
- Player B takes a turn, following the same steps as Player A. Player B uses different color counters on the Game Board.
- The first player to have 5 counters in a row on the Game Board wins.
- If no player has 5 counters in a row, the player with the most counters on the Game Board

I picked 3 and made the two-digitnumber
35. The factors of 35 are $1,35,5$, and 7 .
I put counters on the 5 and 7 on the Game Board because they are both factors of 35 .
 after 5 rounds wins the game.
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## Factor Finder Recording Sheet

Two-Digit Numbers

$\square$ 。 $\square$
$\square$ 2 $\square$ 3 $4 \longdiv { 3 }$ $\square$ 6 $\square$
$\square$

Emma
Player A Name

1. Two-digit number: 35
Factors: 1, 35, 5, 7
2. Two-digit number:

Factors: $\qquad$
3. Two-digit number: $\qquad$
Factors: $\qquad$
4. Two-digit number: $\qquad$
Factors: $\qquad$
5. Two-digit number: $\qquad$
Factors: $\qquad$

Jacob
Player B Name

1. Two-digit number: 18 Factors: $1,18,2,9,3,6$
2. Two-digit number: $\qquad$
Factors: $\qquad$
3. Two-digit number: $\qquad$
Factors: $\qquad$
4. Two-digit number: $\qquad$
Factors: $\qquad$
5. Two-digit number: $\qquad$
Factors: $\qquad$
$\qquad$

## Factor Finder Game Board


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## Digit Cards (1-9)



