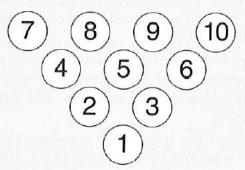
Letwity 9.10 BOWL A FACT

In this activity (suggested by Shoecraft, 1982), you draw circles placed in a triangular fashion to look like bowling pins, with the front circle labeled 1 and the others labeled consecutively through 10. For culturally diverse classrooms, be sure that students are familiar with bowling. (If they are not, consider showing an online video clip).



Take three dice and roll them. Students use all three numbers on the three dice to come up with equations that result in answers that are on the pins. For example, if you roll 4, 2, and 3, they can "knock down" the 5 pin with $4 \times 2 - 3$. If they produce equations using these three numbers to knock down all 10 pins, they get a strike. If not, they roll again and see whether the three new numbers used in equations can knock the rest down for a spare. The pins that

are left standing are added to get the score. Low score wins. After demonstrating the game, students can play in small groups.

From Van de Walle et. al. (2014). Teaching Student-Centered Mathematics Grades: Developmentally Appropriate Instruction for Grades 3-5 (2^{nd} Ed.). Toronto: Pearson Education, Inc. (p. 145).