$\qquad$ Date $\qquad$
Partner $\qquad$

## Scientific Notation Game

This game is for 2 players. You will need 3 dice or number cubes (to share) and one game sheet each. You will keep track of your own rolls on your own sheet.

## DIRECTIONS:

\& Each player will roll the three dice. You will then use the numbers you rolled to make a number in scientific notation. So, one number is used for the ones place, one number for the tenths place, and one number for the exponent on the ten.


* For Round \#1, the goal is to arrange the numbers so you get the largest number possible.
* Write your number in both scientific notation and standard form.
$\&$ The players will take turns until they have each rolled 3 times.
$\$$ The players then compare their numbers, and the player with the largest number wins this round.


## Example:



[^0]* Follow the same rules that are in Round \#1.
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Partner $\qquad$
Scientific Notation Toss! Game sheet
Round \#1 (making largest number possible)


Round \#2 (making smallest number possible)


When you are finished, complete the next page. List all your numbers and complete the two reflection questions. Be ready to discuss your answers during our discussion. If you still have time, you can try Round \#3 and then answer the third reflection question.
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## List all your numbers in order from least to greatest in Scientific Notation.

## Reflection Questions

1. What did you have to look for when trying to make the largest possible number in Round \#1? Why is this?
2. What did you have to look for when trying to make the smallest possible number in Round \#2? Why is this?

Optional Round - Try this if you finish the other rounds before the rest of the class is ready to have our discussion.

In Round \#3 you will roll the dice again. This time, the goal is to arrange these numbers so you get the largest number possible. BUT!! The exponent must be a NEGATIVE number. Follow the same rules as for Rounds \#1 \& \#2.

Round \#3 (making largest number possible with a NEGATIVE exponent)


1. **Optional** What was different in Round \#3? What did you have to think about when choosing your exponent number? Why is this?

[^0]:    * For Round \#2, you will roll the dice again. The goal is to arrange these numbers so you get the smallest number possible.

