

..... LESSON PLAN

This lesson plan was provided by [MathDice](#). We think it will help guide learning in your classroom.

If you have other ideas or lesson plans for this product, we would love to share them with other educators. Feel free to email the educator coordinator at PurchaseOrders@MindWare.com.

HOW TO PLAY

Chip Away can be played either cooperatively or competitively. These rules assume you are familiar with MathDice rules and terminology.

COOPERATIVE GAME (Team or solitaire play)

OBJECT - To remove all twelve chips from the game board in as few turns as possible using MathDice equations. This version can be played solitaire or with a team.

SETUP - Place a chip, penny, or any kind of marker in each of the twelve circles. Place another chip on the "1" space of the turn marker at the bottom of the page.

TO PLAY - Roll three six-sided scoring dice and place each die in the areas marked SCORING DICE at the bottom of the board. Try to hit as many target numbers on the board as you can with the three dice. Each time you hit a target, remove the corresponding chip.

As soon as you cannot hit any more targets, you may change one and only one die to another number. Using the three new scoring dice, try to hit additional targets and remove chips. Each time you change a die in this manner, move the Number of Turns marker to the next number on the track.

VICTORY! You win the game if you can remove all 12 chips in six turns or less. Your score is the number of turns you took. The lower your score, the better! Good luck!

COMPETITIVE GAME (Head-to-head play)

OBJECT - To remove more chips from the game board than your opponent.

SETUP - Place a chip, penny, or any kind of marker in each of the twelve circles. Determine a starting player. Place a chip in either the Player 1 or Player 2 circle to indicate the starting player.

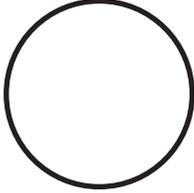
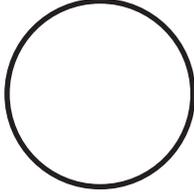
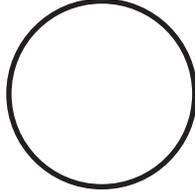
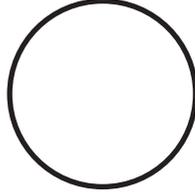
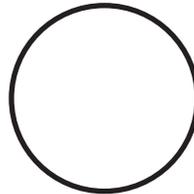
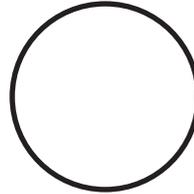
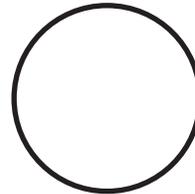
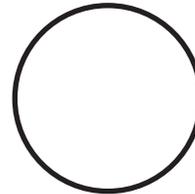
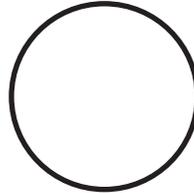
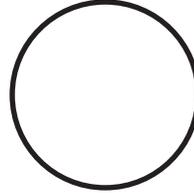
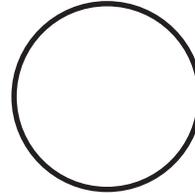
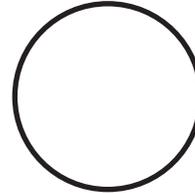
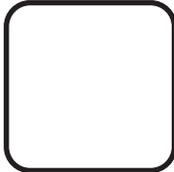
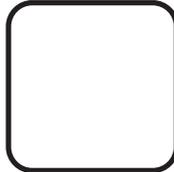
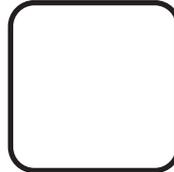
TO PLAY - The starting player rolls three six-sided scoring dice and places each die in the areas marked SCORING DICE at the bottom of the board. That player then attempts to hit a single target number on the board using the three scoring numbers. If a target number is hit, remove the corresponding chip.

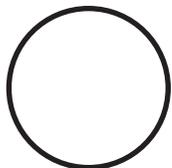
It's now the next player's turn. That player also attempts to reach a target number with the same three dice and remove a chip. Play continues back and forth, with each player trying to hit a single target.

If a player cannot hit a target number, the other player has a small amount of time to hit as many additional targets as he or she can. After both players cannot hit any more targets, move the turn marker to the other player, i.e., the player who was not the starting player. (This may mean the same player goes twice.) That player must now change one and only one die to another number and attempt to hit an available target. Play continues in this manner, back and forth, until all the chips are gone.

VICTORY! The player with the most chips is the winner. (You may decide to play several rounds, keeping the chips you've won from previous rounds.)

VARIANT - For an additional challenge, place two or three chips on some of the target numbers. Hitting these numbers gives the player a bigger chip reward. We suggest using the higher numbers on the board for these bonus spaces.

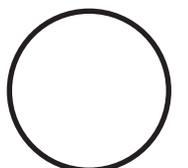
1	2	3	4
			
5	6	7	8
			
9	10	11	12
			
  			
SCORING DICE			



Player 1
(competitive game)

1	2	3	4	5	6
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Number of Turns
(cooperative game)



Player 2
(competitive game)