

Name \_\_\_\_\_ Date \_\_\_\_\_

## Design Your Own Boards

1. Design your own Product Bingo game boards. The spinner is labeled with the numbers 2 through 9. Design a “Best” game board that is highly likely to win and a “Worst” game board that is unlikely to win.

**Best**


**Worst**


Name \_\_\_\_\_ Date \_\_\_\_\_



## Check-In: Questions 2–3

2. Describe how you chose numbers for the “Best” game board. Use terms such as “factors,” “multiples,” and “prime” in your description.
  
3. Describe how you chose numbers for the “Worst” game board. Use terms such as “factors,” “multiples,” and “prime” in your description.
  
4. Play Product Bingo using the game boards you designed. Did your “Best” game board win or not? Explain why.

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#### Feedback Box

Yes . . .

Yes, but . . .

No, but . . .

No . . .

	Yes . . .	Yes, but . . .	No, but . . .	No . . .
<b>MPE5. Show my work.</b> I show or tell how I arrived at my answer so someone else can understand my thinking.				