

Student Guide

Classify Numbers (SG p. 455)
Questions 1–6

- 1.* Answers will vary. Game Board 3 is the most likely to have the most winning games because many of the numbers on the board belong to more than one category on Spinner 2.
- 2.* Answers will vary. Game Board 1 is the most likely to have the fewest winning games because most of its numbers belong to only one category on Spinner 2.
- 3.* Answers will vary. The likelihood of a game board winning has to do with how many numbers it has that belong to multiple categories on Spinner 2.
- 4.* Yes, some numbers belong to more than one category on Spinner 2. For example, 1 is both a square and a cube. Therefore, it is more likely to come up than a number such as 34, which only belongs to one category (composite).
- 5.* 27 and 64; they both belong to 3 categories on Spinner 2, which is more than any other numbers on any of the four game boards
- 6.* Any prime number or composite number that is neither a square, cube, or multiple of 3 will be the least likely to come up. This is because there is only one possible spin that will match these numbers.

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Classify Numbers

Number Bingo

The goal is to place four markers in a row. This is a game for five players.

Materials

- two clear plastic spinners, or pencils and paper clips
- beans or other small markers
- *Number Bingo Spinners* and *Number Bingo Game Boards* pages in the *Student Activity Book*


Directions

1. One player is the Caller. The remaining players each choose a game board from the *Number Bingo Game Boards* page and mark the FREE space.
2. The Caller spins Spinner 1 and then Spinner 2, keeping a list of each spin on a piece of paper.
3. If there are any numbers on a player's game board that fit the descriptions on both spinners, he or she puts a marker on one of those numbers.
4. The first player with four markers in a row (horizontally, vertically, or diagonally) or a marker in each corner wins.
5. The Caller records the winner and the winning game board after each game.
6. Switch the Caller and the game boards after each game.

Sample Play

The Caller spins "Odd" on Spinner 1 and "Square" on Spinner 2. A player can mark either 1, 25, or 49 on the game board shown below, since these numbers are both odd and square. No other numbers on the board match both.

Sample first spin:




Possible marker positions on sample game board. Player may place marker on only one of the circled numbers.

5	35	8	25
1	FREE	10	87
34	24	65	49
84	4	23	22

454 SG • Grade 5 • Unit 9 • Lesson 9 Classify Numbers

Student Guide - Page 454



Discuss

1. Which game board had the most winning games?
2. Which game board had the fewest winning games?
3. Why do you think one game board won more than the others?
4. Are there numbers that match the spinner categories more often than other numbers? Which ones? Why?
5. Which numbers on the *Number Bingo Game Boards* do you think will come up most often? Why?
6. Which numbers on *Number Bingo Game Boards* do you think will come up least often? Why?

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Classify Numbers
SG • Grade 5 • Unit 9 • Lesson 9 455

Student Guide - Page 455

*Answers and/or discussion are included in the lesson.