## Independent Practice

$6^{\text {th }}$ Grade - Readiness Standard 3 - 5.NBT. 6

Learning Target: I will divide four-digit whole numbers
Title of Game: Build the Greater Quotient
Number of Players: 2
Objective: To build the greatest quotient.
Materials: 1 set of 1-digit number cards and 1 recording sheet per player.

## Directions:

> Each player...

- Find the " 1 " and set it aside to be part of each divisor.
- Shuffle a set of Digit-cards and set in a pile face down on the table.
- Choose the top 5 cards.
- Create and find the quotient of a 4-digit by 2-digit division problem on their recording sheet.
- Always use the " 1 " digit-card to create a divisor between 10 and 19.
- Verify each answer by checking it with a calculator.
- For each incorrect answer, use a drawing to find the error and correct the recording sheet.
- Assign points for the round. ( 0,1 , or 2 points are possible.)
- Each player can earn 1 point for having a correct quotient.
- The player with the greatest quotient receives 1 point.
- Shuffle all of the cards together and repeat to see who wins 2 out of 3 points for each game.

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Name $\qquad$ Date $\qquad$


## Independent Practice: Build the Greater Quotient (Recording Sheet)

| Game 1 | Round 1 |  |
| :--- | :--- | :--- |
| Round 1 |  |  |
|  |  |  |

Digit-Cards (3 sets)
$6^{\text {th }}$ Grade - Readiness Standard 3-5.NBT. 6

| 0 |  | 2 | 3 | $\pm$ |
| :---: | :---: | :---: | :---: | :---: |
| 5 | $6$ | $7$ | 8 | 0 |
| 0 |  | 2 | 3 | $\pm$ |
| 5 |  | $7$ | 8 | 0 |
| 0 |  | 2 |  |  |
|  | $6$ | $7$ | 8 | 0 |

