

## **Independent Practice**

6<sup>th</sup> Grade - Readiness Standard 3 - 5.NBT.6

Learning Target: I will divide four-digit whole numbers

Title of Game: Build the Greater Quotient

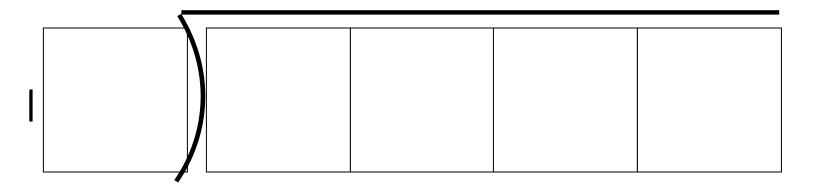
## Number of Players: 2

**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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(Recording Sheet)

Game 1	Game 2		
Round 1	Round 1		
1)	1)		
	,		
Round 2	Round 2		
1)	1)		
)	/		



**Digit-Cards** (3 sets)

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0		2	3	4
5	6	7	8	<u>9</u>
0		2	3	4
5	6	7	8	<u>9</u>
0	l	2	3	4
5	6	7	8	<u>9</u>