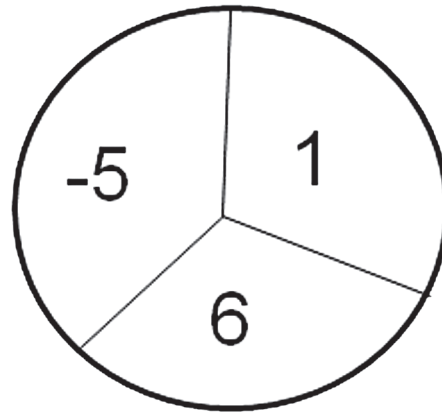
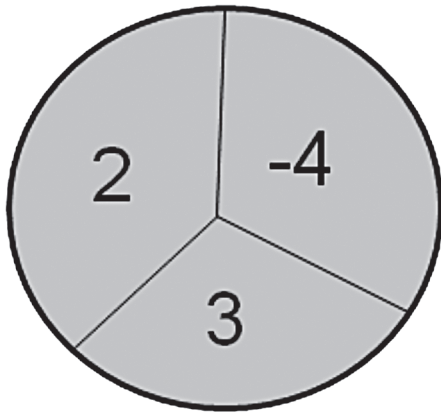


Positively Negative

Rules

Students will fill in the 3 sections on each spinner with numbers -6 to 6 (excluding 0). The first player spins each spinner and records the product of the two numbers. The players alternate turns ten times. The player to get the highest cumulative score wins!

Example spinners:



Questions for Students:

Using the example spinners shown, what is the highest possible score? Lowest?

By the end of the 9th round, what is the maximum amount of points a player could be losing by to have a chance at winning the game after the final round?

Find a combination (if possible) to end up with a score of 100 after 10 rounds.

Is there a way to end up with a score of exactly 0?

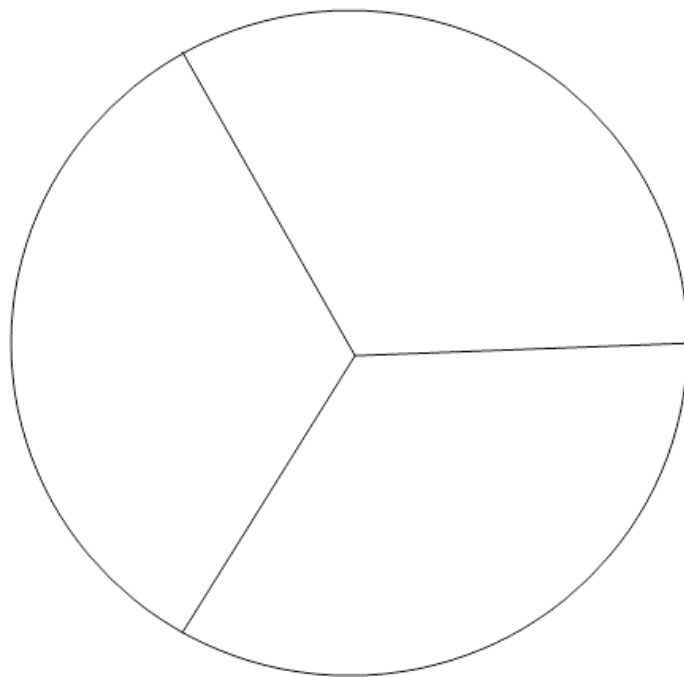
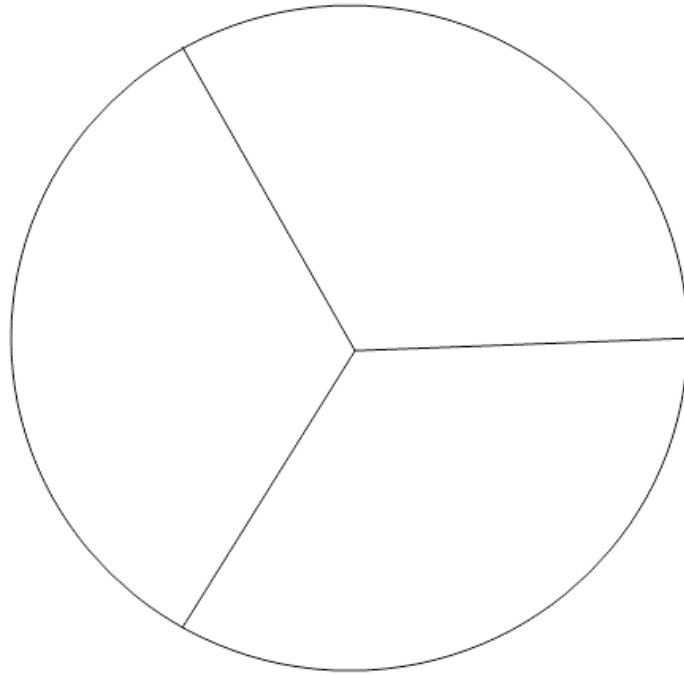
NCTM Standard: Number & Operations

Grade level: Grades 6–8

Number of players: 2

Materials: Two spinners split in 3 sections for each group or pair of students, pad of paper, pencil and paperclip (to spin)

Positively Negative Blank Spinners for Students



Positively Negative Worksheet

	Player 1	Player 2
Round 1	<hr/>	<hr/>
Round 2	<hr/>	<hr/>
Round 3	<hr/>	<hr/>
Round 4	<hr/>	<hr/>
Round 5	<hr/>	<hr/>
Round 6	<hr/>	<hr/>
Round 7	<hr/>	<hr/>
Round 8	<hr/>	<hr/>
Round 9	<hr/>	<hr/>
Round 10	<hr/>	<hr/>
Sum	<hr/>	<hr/>