



# MATHDICE<sup>®</sup>

## FINAL TARGET

### SET C ADVANCED

**Thank you for participating in our  
Math Dice Classroom Program!**

**We hope you enjoy this week's paper and pencil game.**

**This packet includes:**

- **How to Play Instructions**
- **6 Challenges**
- **Solution Sheet**

**To learn more about our Math Dice Classroom Program, contact**

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or call 703-549-4999 ext 3605.**



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# MATHDICE

## FINAL TARGET

# How To Play

### Your Goal:

Identify the Final Scoring Numbers that will hit the Final Target!

### To Play:

- a** Solve the first equation at the top of the sheet. Write down your equation in the space given.

- b** Replace any one of your Scoring Dice with the replacement number shown and write down your solution for the second Target. Make sure to fill in your new Scoring Numbers too.

- c** Replace any one of the Scoring Dice USED IN YOUR SECOND EQUATION with the replacement number and write down your solution for your third Target. Fill in your new Scoring Numbers too.

- d** Replace any one of the Scoring Dice USED IN YOUR THIRD EQUATION with the replacement number and write down your solution for your fourth Target.

	Scoring Dice	Your Equation	Target
<b>START</b> →	2 3 4	_____	18
Change ANY Scoring Die to: <b>6</b> →	□ □ □	_____	20
Now change ANY one die to: <b>3</b> →	□ □ □	_____	22
Change ANY die one more time: <b>4</b> →	□ □ □	_____	19
Correct answer earns 5 pts (Check box & add to Score Sheet) <input type="checkbox"/>			

	Scoring Dice	Your Equation	Target
<b>a</b> <b>START</b> →	2 3 4	$3 \times (4 + 2) = 18$	18
<b>b</b> Change ANY Scoring Die to: <b>6</b> →	6 2 4 <i>swap out 3</i>	$3 \times (4 + 2) = 18$	20
<b>c</b> Now change ANY one die to: <b>3</b> →	3 3 4 <i>swap out 2</i>	$3 \times (4 + 2) = 18$	22
<b>d</b> Change ANY die one more time: <b>4</b> →	4 3 4 <i>swap out 6</i>	$3 \times (4 + 2) = 18$	19
Correct answer earns 5 pts (Check box & add to Score Sheet) <input checked="" type="checkbox"/>			

Once you've successfully filled in your final Scoring Numbers YOU WIN!



## #01 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

2 5 6

Your Equation

Target

18

Change ANY Scoring Die to:

4

□ □ □

30

Now change ANY one die to:

2

□ □ □

36

Change ANY die one more time:

5

□ □ □

16

Correct answer earns 5 pts (Check box & add to Score Sheet)

## #02 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

2 4 6

Your Equation

Target

20

Change ANY Scoring Die to:

4

□ □ □

18

Now change ANY one die to:

3

□ □ □

2

Change ANY die one more time:

6

□ □ □

28

Correct answer earns 5 pts (Check box & add to Score Sheet)

Name

Class





## #03 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

2 3 6

Your Equation

Target

36

Change ANY Scoring Die to:

2

□ □ □

25

Now change ANY one die to:

6

□ □ □

32

Change ANY die one more time:

5

□ □ □

23

Correct answer earns 5 pts (Check box & add to Score Sheet)

## #04 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

2 5 6

Your Equation

Target

28

Change ANY Scoring Die to:

3

□ □ □

29

Now change ANY one die to:

2

□ □ □

32

Change ANY die one more time:

5

□ □ □

12

Correct answer earns 5 pts (Check box & add to Score Sheet)

Name

Class





## #05 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

2 3 4

Your Equation

Target

11

Change ANY Scoring Die to:

5

□ □ □

17

Now change ANY one die to:

2

□ □ □

23

Change ANY die one more time:

3

□ □ □

36

Correct answer earns 5 pts (Check box & add to Score Sheet)

## #06 SET C

Allowed Operators  
+ - \* / ^

ADVANCED

START

Scoring Dice

3 5 6

Your Equation

Target

32

Change ANY Scoring Die to:

3

□ □ □

11

Now change ANY one die to:

2

□ □ □

36

Change ANY die one more time:

5

□ □ □

18

Correct answer earns 5 pts (Check box & add to Score Sheet)

Name

\_\_\_\_\_

Class

\_\_\_\_\_





#01

Scoring Dice (shaded = changed)			Solution	Target
2	5	6	$6 * (5 - 2)$	18
2	5	4	$5 * (4 + 2)$	30
2	2	4	$(4 + 2) ^ 2$	36
2	2	5	$(2 ^ 5) / 2$	16

#02

Scoring Dice (shaded = changed)			Solution	Target
2	4	6	$2 * (6 + 4)$	20
2	4	4	$(4 * 4) + 2$	18
3	4	4	$3 - (4 / 4)$	2
6	4	4	$(6 * 4) + 4$	28

#03

Scoring Dice (shaded = changed)			Solution	Target
2	3	6	$(6 * 3) * 2$	36
2	3	2	$(3 + 2) ^ 2$	25
2	6	2	$(2 ^ 6) / 2$	32
2	5	2	$(5 ^ 2) - 2$	23

#04

Scoring Dice (shaded = changed)			Solution	Target
2	5	6	$(6 * 5) - 2$	28
2	5	3	$(2 ^ 5) - 3$	29
2	2	3	$2 ^ (3 + 2)$	32
2	2	5	$(5 * 2) + 2$	12

#05

Scoring Dice (shaded = changed)			Solution	Target
2	3	4	$(4 * 2) + 3$	11
2	3	5	$(5 * 3) + 2$	17
2	2	5	$(5 ^ 2) - 2$	23
2	2	3	$(3 * 2) ^ 2$	36

#06

Scoring Dice (shaded = changed)			Solution	Target
3	5	6	$(6 / 3) ^ 5$	32
3	5	3	$(5 + 3) + 3$	11
3	2	3	$(3 + 3) ^ 2$	36
3	5	3	$(5 * 3) + 3$	18