



MATHDICE®

CLASSROOM CHALLENGE PART 2

Organizer's Checklist

1. Set your challenge program Start Date and Deadline
2. Make sure you have enough Math Dice games (at least 1 per 2 students)
3. Set Your **Thermometer Goal**
4. Print and prominently hang your **Thermometer(s)** and the **Point System Chart**
5. Distribute **Player Score Sheets** and demonstrate how players earn and transfer points
6. Set up a **Math Dice Station**
7. Familiarize yourself with the **Multi-Player Games & Challenge Sets**
8. Make a plan for how to deliver challenges and games (printouts or overhead)
9. Set a schedule for presenting **Math Talks**
10. Plan a time to hold a class **Bingo** game
11. Decide on a celebration for reaching the Thermometer Goal

