

Notes for **Tribulations**

Level: Grades 2-3

Recommended # of Players: 2-4

Materials: 49 Tile Cards (numbers 1-8) & 50 Number Cards (numbers 1-50)

Math Skills: multiplication of single digit numbers, addition, subtraction, spatial reasoning

Mathematical benefits:

Tribulations is a game that asks students to consider more than one operation at a time. With each card draw, students must begin searching for, and constructing numerical relationships. Players must use multiplication as their first operation, which requires them to think about either going over, or under the target number, using addition or subtraction to achieve the target number.

In order to be successful, students must be able to think of more than one way to achieve a number, therefore strengthening their number sense. Also, because students can use numbers which are positioned vertically, horizontally, or diagonally they must consider several options with each turn.

Tribulations

For 2-4 Players

Materials: 49 Tile Cards (numbers 1-8) & 50 Number Cards (numbers 1-50)

Goal: Look for 3 numbers in a row that will produce the number on the card drawn. The three numbers must be in order vertically, horizontally, or diagonally in either direction.

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2	2	4	8	8	3	7
1	4	2	6	2	3	4
9	8	7	9	6	4	4
1	9	5	5	5	1	9
6	3	1	5	6	3	8
7	8	7	1	6	3	5
3	4	2	2	5	4	6

Rules:

1. Mix up the **small** cards and place them face up in a 7 by 7 square. The numbers can face in different directions (6's and 9's are interchangeable).
2. Shuffle the **large** cards and place them face down in a Draw pile.
3. The first player draws a number card from the Draw pile. All players look at the tiles and silently try to find three numbers in a row (vertically, horizontally, or diagonally) that will make the number on the card. **The first two numbers must be multiplied. The third number can be added or subtracted.**

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4. The first person to identify a number combination and share it with the group gets to keep the Number Card.
5. A new card is drawn and play continues.
6. If no one can make a number combination that totals the number on the card, it is discarded and a new card is drawn.
7. The person who collects the most cards is the winner.

Do you have all the small cards when you're ready to put it away?

five 1s
six 2s

six 3s
six 4

six 5s
ten 6s

five 7s
five 8s

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32

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49	50
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1	1	1	1	1
2	2	2	2	2
2	3	3	3	3
3	3	4	4	4
4	4	4	5	5
5	5	5	5	6

6	6	6	6	6
6	6	6	6	7
7	7	7	7	8
8	8	8	8	