### Big Ideas Math®



# Sunken Ship

#### ▶ Materials:

- 6-sided die
- Coin
- Pencil
- Game board
- Inequality cards
- Paper
- Ruler
- Score chart

#### **▶** Directions:

Students play in pairs and alternate roles each turn. Player 1 rolls the die and flips the coin to determine the *x*-coordinate of his ship. (Let heads represent a positive and tails represent a negative.) Player 1 rolls the die and flips the coin again to determine the *y*-coordinate of his ship, and then plots the ship on one of the coordinate grids of the game board. Player 2 then chooses an inequality card and graphs the solution on the same coordinate grid.

If the solution of the inequality contains the point, the ship is sunk, and Player 2 earns the point. If the solution of the inequality does not contain the point, the ship remains afloat, and Player 1 earns the point. Both players use the score chart to keep a running total of points.

#### ▶ Who Wins?

The player with the highest score wins.

#### Tip:

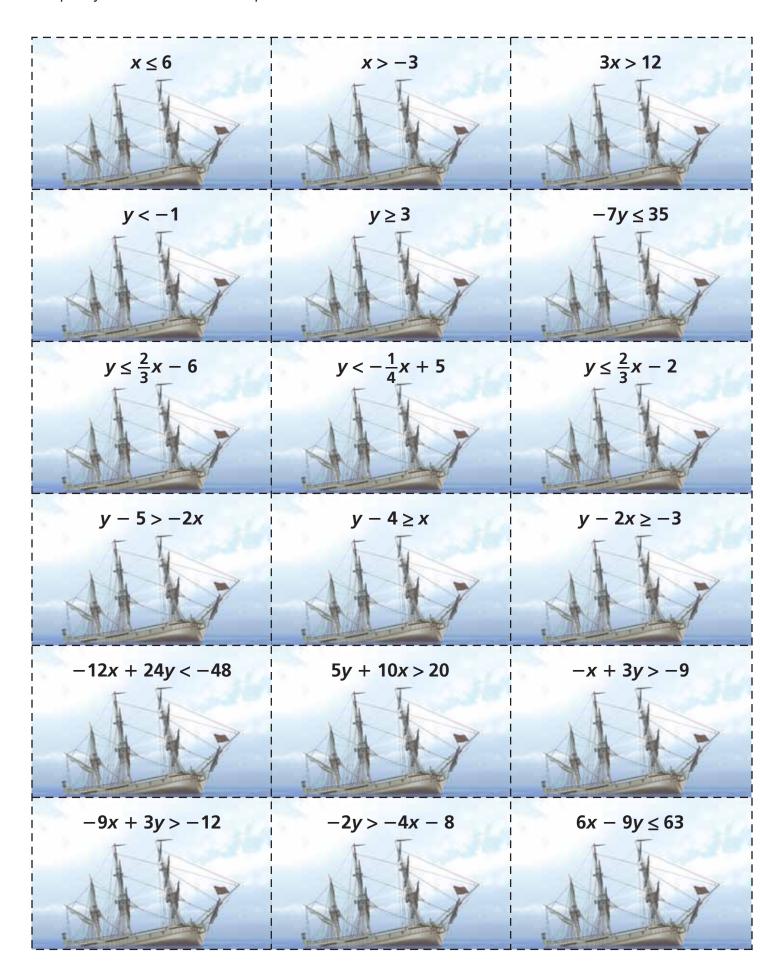
Colored pencils may be useful for the plotting and/or the shading.



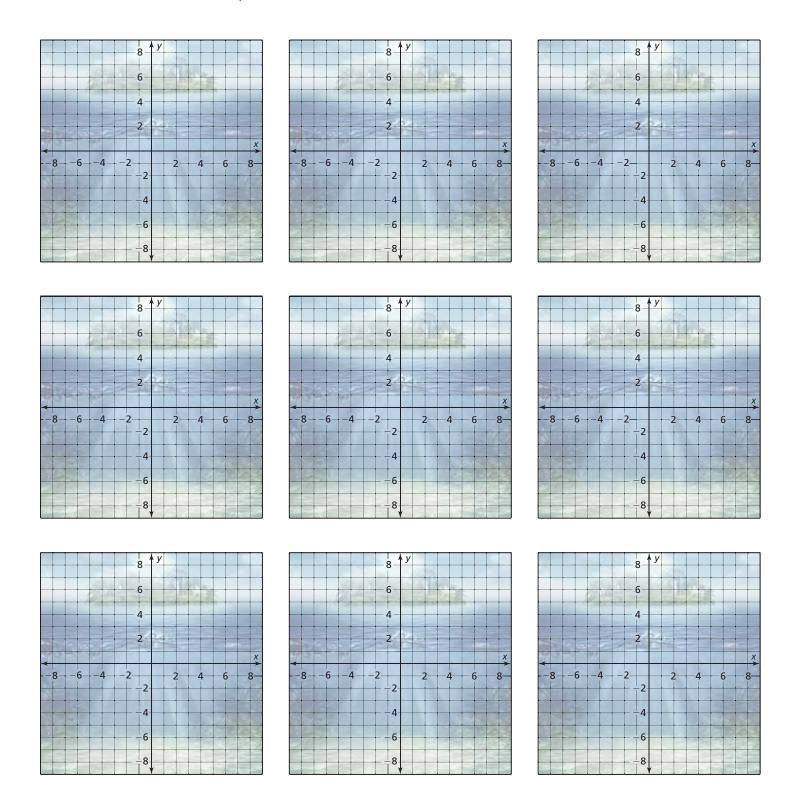
#### ► Variations:

- Use number cubes that are different colors. Designate one as a positive number and the other as a negative number. The coordinates of the ship are determined by the sums of the numbers.
- Students can play in groups of three. The ship is sunk when it lies in the solution of the system of inequalities.

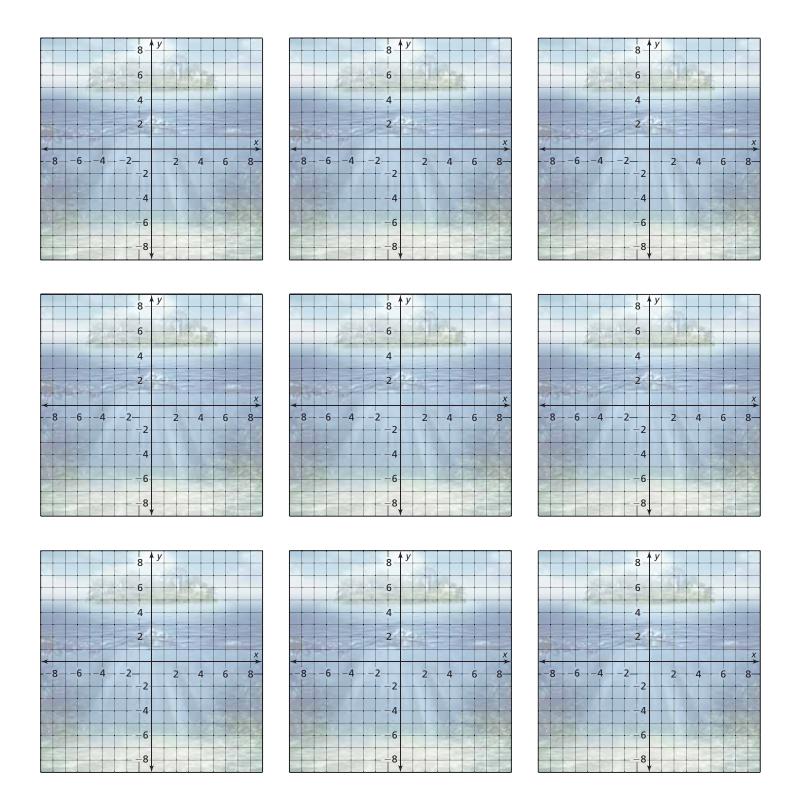




## Game board for Sunken Ship



## Game board for Sunken Ship



# Score chart for Sunken Ship

Player 1	Player 2

# Score chart for Sunken Ship

Player 1	Player 2

#### Answers for Sunken Ship

