

## Math Tools:

- Double Dice
- Data Sheet
- Pencil
- Class Graph
- Partner(s)

## Mathematical Intent:

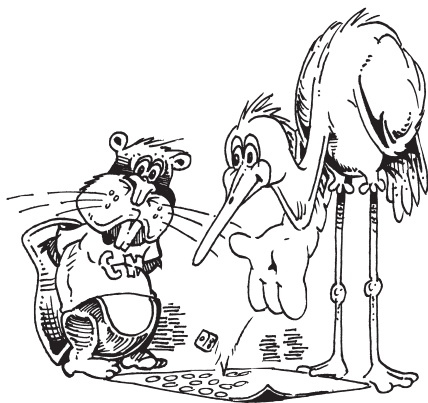
algebraic  
computational  
rules  
probability  
mathematical  
reasoning

## Mathematical Vocabulary:

even  
odd  
addend  
sum  
factor  
product  
equation

# Even and Odd Outcomes

## Teacher Directions



This game is a great way for students to understand that mathematics is filled with constants. To know the even and odd rules of computation allows students to reason outcome situations with the operations.

There are only four outcomes when you add numbers:

**even + even = even**  
**odd + even = odd**

**even + odd = odd**  
**odd + odd = even**

To play the game, students need a data sheet, **Double Dice**, a pencil, and a partner. The data sheet is used to tally how many even and odd sums come up when you roll the **Double Dice** 10 times.

There are only four outcomes when you multiply numbers:

**even x even = even**  
**odd x even = even**

**even x odd = even**  
**odd x odd = odd**

To play the game, students need a data sheet, **Double Dice**, a pencil, and a partner. The data sheet is used to tally how many even and odd products come up when you roll the **Double Dice** ten times.

Students can use the theoretical outcome charts on page 26 and 28 to predict what will happen when you play each game. After 10 rolls, students should compare their results with each other. The teacher can compile all the class results to further compare. Students can create tournaments by playing additional games on the same data sheet.



Name \_\_\_\_\_

Date \_\_\_\_\_



## Evens and Odds



Roll your **Double Dice** 10 times and tally whether the sum or product is even or odd.

**Evens**

**Odds**

### Even and Odd Tournament Results

Even Games	Odd Games

