

Real Number Race

This activity can be used as a review of the Real Number System

Materials: One copy of the real number hexagon per team (up to six players)
Spinner or cube (or copy of the following page with spinners)
One marker / colored pencil per student (different colors)

Directions:

Each player chooses a side of the board from which to start. On each player's first turn, s/he will spin the spinner and get a real number set or subset. S/he then moves her/his marker to any circle on her/his side of the board that contains a number from that set. Play continues with the next player.

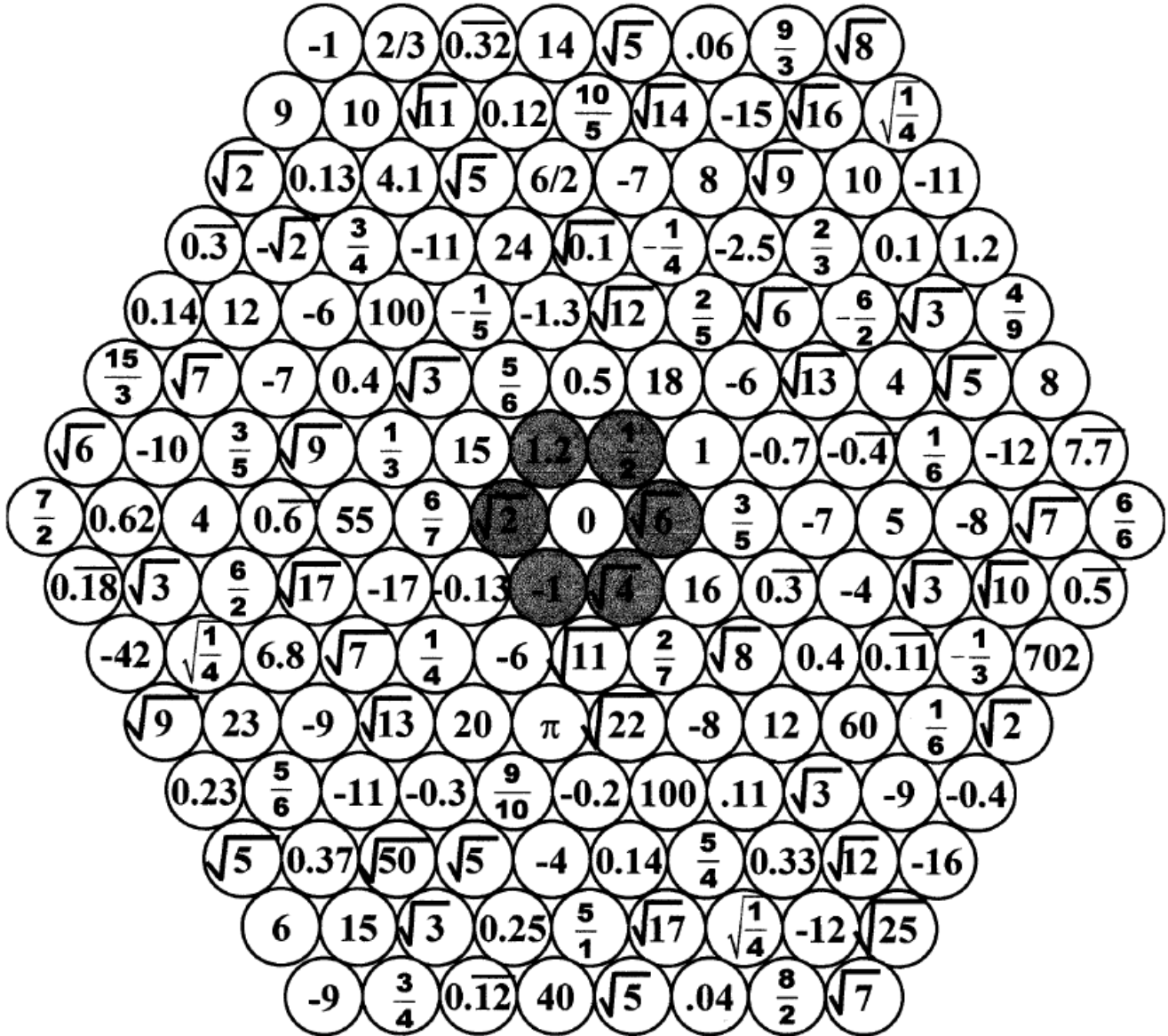
Once the player is on the board, on her/his next turn s/he can move only to a circle adjacent to his position that contains a number from the number set he spins. Players may not occupy the same space at the same time.

The winner is the first player to reach the zero ring. If a player moves to an incorrect circle, the opponents should challenge her/him; a wrong move has the penalty of being moved back to the beginning.

Note: Instead of using the spinner provided, students may roll a fair number cube with the following designations:

- 1 Natural Number
- 2 Whole Number
- 3 Integers
- 4 Rational Number
- 5 Irrational Number
- 6 Real Number

Real Number Race



Real Number Race Spinner

