Prism Pile-Up

(Math Journal 1, Activity Sheets 3-4)

- 1 Prism Pile-Up Record Sheet for each player (Math Masters, p. G6)
- ☐ calculator (optional)

Players 2

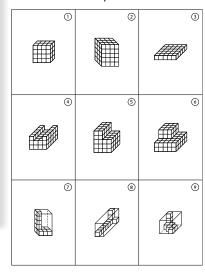
Skill Finding volumes of rectangular prisms

Object of the Game To collect more cards.

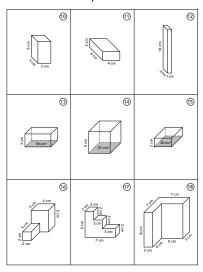
Directions

- 1 Shuffle the cards and place them facedown in a pile.
- Each player draws a card from the pile and finds the volume of the figure. The cubes on cards 1–9 represent centimeter cubes, so their volume can be reported in cm³. Players may use a calculator.
- 3 Players record the card number and volume of their figure on the *Prism Pile-Up* Record Sheet. They also record one or more number sentences for the volume.
- 4 Players check each other's work. The player whose figure has the greater volume takes both cards.
- 5 The game ends when there are no cards remaining.
 The player with more cards wins. If players have the same number of cards, they look through their cards to find the figure with the greatest volume. The player whose figure has the greatest volume wins.

Prism Pile-Up Cards 1-9



Prism Pile-Up Cards 10-18



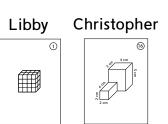
Example

Libby draws Card 1. She finds the volume to be 32 cubic centimeters and writes 4 * 2 * 4 = 32.

Christopher draws Card 16. He calculates the volume to be 76 cubic centimeters and writes these number sentences:

$$2 * 4 * 2 = 16; 3 * 4 * 5 = 60; 16 + 60 = 76.$$

Christopher's figure has the greater volume, so he takes both cards.

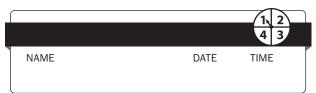


Prism Pile-Up Record Sheet



Round	Card Number	Volume	Number Sentence(s)	
1				
2				
3				
4				
5				
6				
7				
8				
9				

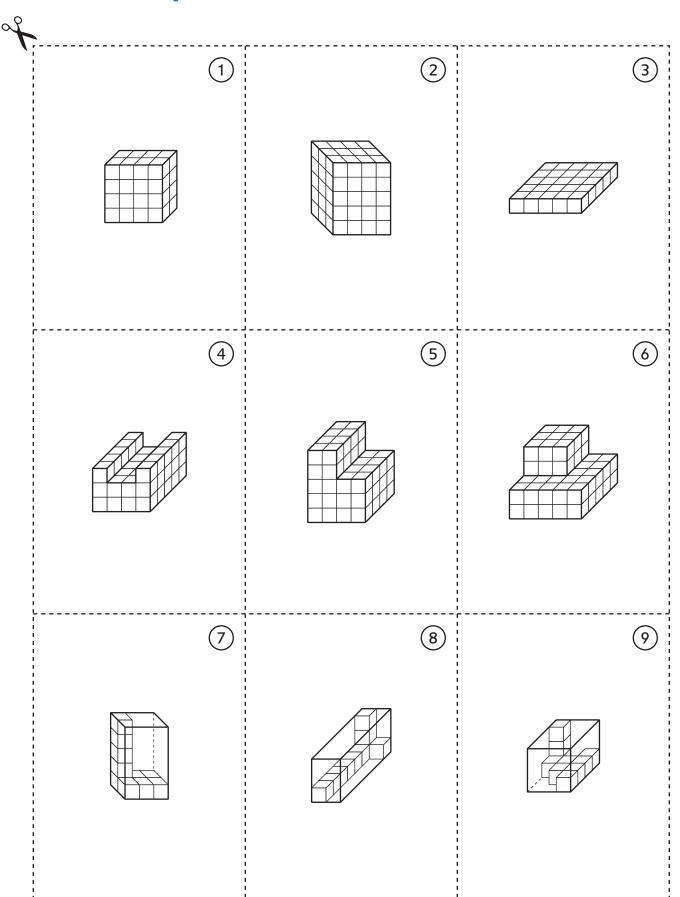
Prism Pile-Up Record Sheet



Round	Card Number	Volume	Number Sentence(s)
1			
2			
3			
4			
5			
6			
7			
8			
9			

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Prism Pile-Up Cards



Prism Pile-Up Cards (continued)

