

# Mount Mitchell Rock

**Building Fluency:** division with remainders

**Materials:** a die and game marker

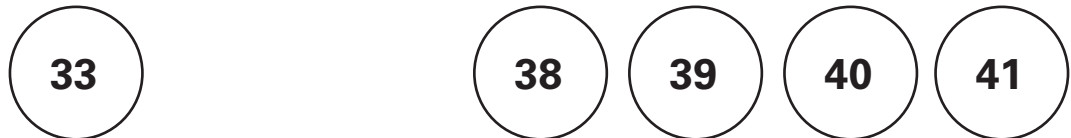
**Number of Players:** 2

**Directions:**

1. Place markers on start.
2. Take turns rolling the die, and moving the number on the die.
3. Divide the number under your marker by the number on the die.
4. The remainder tells the number of additional spaces you may move.
5. The first player to reach the top of the mountain is the winner.

**Variation/Extension:** Student may wish to create their own gameboard. This game may also be modified by using a die (or digit cards) with higher numbers.

**FINISH**



**START**

