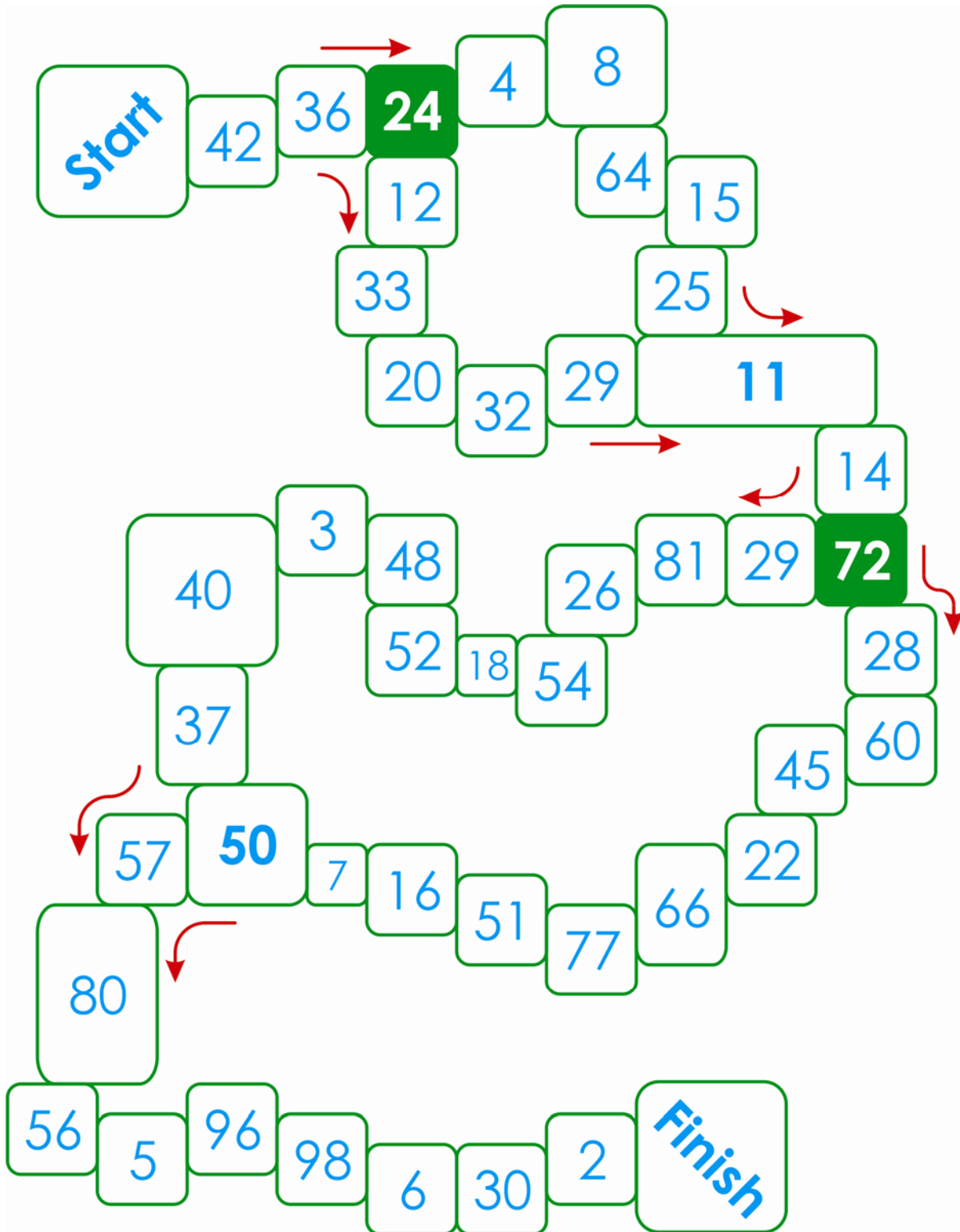


Factor Trail



Materials

- Gameboard
- Score Sheet (for each player)
- Dice

Rules

- Both players roll the dice, and the higher roll goes first. Players then alternate turns.
- On your turn, roll one of the dice. Move forward that number of squares.
- If you reach a *junction square* (the squares with 24 and 72), you can choose to take either of the paths that extend from that square.
- For the square on which you land, determine all of the factors of that number. Your opponent will then check your work.
 - If you correctly identify all of the factors, then enter the sum of the factors in the “Points Earned” column on your score sheet.
 - If you list a number that is not a factor, or if you fail to list any factor, then you get no points for that turn. Enter 0 in the “Points Earned” column.
 - Your opponent receives 10 points for identifying any of your errors.

Example: You land on a square with the number 34. If you correctly identify the four factors 1, 2, 17, and 34, you would enter $1 + 2 + 17 + 34 = 54$ points in the “Points Earned” column. However, if you failed to list any of the four factors, or if you incorrectly listed a number that is not one of those four factors, then you would enter 0 in the “Points Earned” column; in addition, your opponent would earn 10 points for each error that he or she identifies.

- It is not necessary to obtain an exact roll to reach the Finish. For example, if you are three spaces from Finish and roll a 4, move to the Finish square. The first player to reach Finish receives 100 points.
- When one player reaches Finish, the game is over. At that point, both players tally their points, and the player with the higher total wins.

Factor Trail Score Sheet

NAME _____

MY OPPONENT _____

NUMBER LANDED ON	FACTORS	POINTS EARNED
+	100 points for reaching Finish first	
+	10 points for identifying opponent's error \times _____	
TOTAL		