



the bottom of the die after each toss. Lead a discussion of the data by asking students to complete the sentence, "The number that was on the bottom of the tetrahedron die most often was \_\_\_\_\_."

## Using the tetrahedron Die to Play Advanced TetraGuess

After tossing the die, students can write an equation using the numbers that match the dots. For example, if the die shows one dot, then two dots, then four dots, the students should write the equation:  $1 + 2 + 4 + \underline{\quad} = 10$ . Then students may want to move the counters like they moved them in the original game and be able to identify the missing addend and the number on the bottom of the die.

### EXTENSIONS

- Make two tetrahedron dice and toss them at the same time. Find the sum of the two numbers on the bottom of the dice without looking.
- Make a new tetrahedron die and put numbers on it instead of dots.
- Make a new tetrahedron die and put different numbers—larger numbers, tens, even numbers, or odd numbers—on it to make the games more challenging.
- Use a regular six-sided die and play the same games, trying to figure out what number is on the bottom of the die.
- Use two regular six-sided dice and play the same games.

Activity Sheets on following pages . .

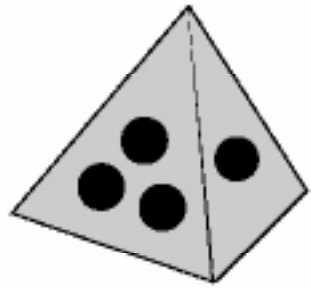
---



*Permission is granted to reproduce and share this article for instructional use by parents, guardians, teachers, and families—provided it is duplicated with full credit given to the author, the California Mathematics Council, and its Journal, the ComMuniCator.*

# TetraGuess

by Paul Giganti, Jr.



## Tetrahedron Dice Pattern

