The Double Doubles Game
(10-Sided Die)

Materials:

- Two different-colored counters
- One 10-sided die
- A playing chip (such as a penny, pebble, or cube)

Instructions:

- Players A and B pick colors.
- Player A rolls the die and chooses whether to keep the number the same, double it, or double it and double again.
- Player A puts a playing chip in the corresponding box ("Identity Property," "Double," or "Double the Double").
- Player A applies this move to the number on the die.
- Player A chooses a space on the game board that matches the result and covers that space with a colored counter.
- Players A and B alternate turns until one player gets four counters in a row (across, down, or diagonally).

Example Turn:

- Player A rolls a 7.
- Player A has three options: play 7, double 7 and play 14, or double 7 to 14 and double again to play 28.
- Player A decides to double 7 and places a chip on "Double."
- Player A chooses one of the 14s on the game board and covers it with a colored counter.
- Play passes to Player B.

(OPTIONAL) Example Recording:

A student might record the example turn as 7 + 7 = 14 or 2 x 7 = 14. If the student double-doubled the die instead, they might write 7 x 2 x 2 = 28 or (7 x 2) + (7 x 2) = 28.

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4	28	16	32	20	9
18	24	12	36	14	4
10	7	32	16	8	20
18	16	24	12	1	3
12	2	40	16	5	36
6	24	20	8	14	10

Place the chip in the box for the move you want to make.

Identity Property	Double	Double the Double

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