



Create a game in which players calculate the relative value of each of the following:

- One gallon
- One half-gallon
- One quart
- One pint
- One half-pint

Ask classmates to bring as many containers of these sizes as they can; milk jugs or even measuring cups.

Make a spinner that has "gallon," "half-gallon," and "quart" on it. Use a die to find the number of containers a player must use.

Taking turns, a player spins the spinner to determine what size he must build up to. Then, he rolls the die to see how many containers he must use to reach that size. For example, if he spins gallon, then rolls 6, he can take two quart containers and four pints. Put the containers back at the end of each turn.

Each time a player is successful, he gets one point. Each time he is unsuccessful, the other player gets one point.

Play the game in class.