

RECTANGLE TAKE DOWN

Instructions

- Roll two D4s. The numbers rolled are the side lengths of your rectangle.
- Use those numbers to create a rectangle on the board.
 - Example: If you roll a 2 and a 4, your rectangle is 2 squares wide and 4 squares long.
- Cross out (or shade in) your rectangle anywhere it fits on the board.
- Special rolls:
 - If you roll two 4s, you lose your turn.
 - If you roll doubles of any other number, you earn a bonus turn.
- Players take turns until no more rectangles can be placed.
- The winner is the player who has claimed the most total squares on the board.

Variations

- Keep track of the score as you go. Students multiply the numbers they roll, and add the products to know how many squares they take over.
- Use any size board! With larger boards you can use bigger dice too.
- Let them decide each time they play which is the unlucky roll.

