

There is a deck of cards and each card has a different binomial

The deck is split in half and each player gets one half

There will also be a second separate pile, with polynomials on them for you to factor

Each person also gets a set of algebra tiles that will be labeled with their value. Green will be positive and red will be negative

The board has spaces that say expand, spaces that say factor, and chance spaces.

They both start off on the expand space

If they land on a expand they must each flip over a card from their split piles.

They both flip over the top card at the same time

Using algebra tiles they have to multiply the polynomials

The first person to successfully multiply with the tiles and presses the buzzer wins that round. If you win that round you get to roll the dice.

You then move on to the next space that you have to solve. If you get it right you get to roll the dice. If your opponent gets it right they get to roll the dice.

There is a chance it may expand to be a perfect square. If this happens the first person who solves it first will get the giant dice. They then get to use two dice on their next turn.

If you land on a factor space you have to flip over a card from the polynomial pile and solve it. If you get it right you roll and if you get it wrong you stay where you are and your partner rolls. An answer sheet will tell you if you get it right or wrong.

Chance spaces may cause you to skip a turn, move forward spaces, or move back spaces.

- Move forward 1, 2, or 3
- Move backward 1, 2, or 3
- Skip turn

First player to get all the way around the board wins.