

# Prime or Composite

## Materials:

One 100 Board per group, students work in groups of 2, 3 or 4

One fair number cube per group

20 game markers of one color (each student playing will need their own color)

## Activity:

1. The first player rolls the fair number cube. If the number rolled is odd, the player puts a game marker on any prime number on the hundred board. If the number rolled is even, the player places a game marker on any composite number between 4 and 100 on the hundred number board.

2. The next player repeats step 1.

A player cannot put a game marker on a space if one is already placed there.

Players check each other. If a player makes a mistake, the player loses that turn and play moves to the next player.

To win, a player must place five game markers in a row, either horizontally, vertically, or diagonally.

Players use strategy to place markers, and block opponents.