

The Skunk Game

This game can be extended over a week, one round a day, or completed in one day.

Run off copies of the scoring sheet below or have students create their own.



- All students stand.
- The teacher generates pairs of random numbers from 0-9. (You can use a random number generator on a calculator or another hand method.) Multiply the pairs.
- Students receive the points from the multiplied pairs—each student keeps a running total in the S column of the Skunk score sheet. If a product is zero students lose all points.
- Students may decide to sit down at any time before the next roll of dice—in this way they retain their points if a 0 comes up.
- When the zero comes up, the round is over. Those who are standing lose all points for that round. Those who are seated get to keep the points accumulated before sitting down.
- The game is over after the five columns on the Skunk score sheet are completed.
- The winner is the high scorer from the total of all columns.

S	K	U	N	K

