

MINI GOLF INSTRUCTIONS

It's time to get out your glow-in-the-dark, orange-sherbet-colored ball and wacky plastic putter. We're going to play MathDice mini golf!

Each MiniGolf challenge consists of three challenge "holes." On each hole, there are three Scoring Numbers located inside the golf ball and a Target Number placed in the golf hazard.

On each hole, use your three Scoring Numbers to create a math expression that equals a number that is as close as you can possibly get to the Target Number. Sometimes you will be able to equal the Target Number, and sometimes you won't. Just try to get as close as you can.

Your score for a hole is the difference between your answer and the Target Number. For example, if the Target Number is 10 and your answer is 8, your score for that hole is "2." (Note: Calculate your score as the absolute value of the difference between the Target Number and your answer. If your answer is 12, you would also receive a score of 2.)

On some holes, it's impossible to reach the Target Number exactly. Just remember, the closer you are to the Target Numbers, the lower your score will be. And just like golf, the lower the score the better!

You're allowed – even encouraged – to go back to any of the holes and try to improve your score. When you've finished the challenge, add up your score for all three holes to find your total score for the round. When you're done, look up your total score in the table below the challenge, and award yourself the appropriate number of MATHDICE POINTS. Good luck!

BEGINNER LEVEL - For beginner challenges, you may only use addition, subtraction, and multiplication in your math expressions.

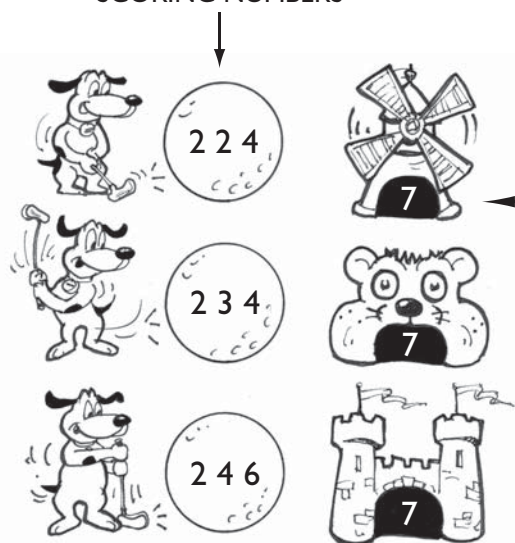
INTERMEDIATE LEVEL - For intermediate challenges, you may also use division.

ADVANCED LEVEL - For advanced challenges, you may also use exponents.



EXAMPLE

SCORING NUMBERS



TARGET NUMBER
Try to get as close as you can to each target number. Your score for each hole is how far away your answer is from the target number.

HOW TO KEEP SCORE

For the first two holes, you found equations that were 1 away from the target numbers – score 1 for each of these holes. For the third hole, you hit the target exactly, so your score on this hole is 0. Add your three hole scores together and enter the sum of "2" in the Total Score for Round box.

Now, looking at the table below the challenge, note that your score of "2" results in 3 MATHDICE POINTS. So, mark a "3" in the box labeled MATHDICE POINTS at the bottom of the worksheet.

SCORE	MATHDICE POINTS
2	3
3 - 4	2
5 or higher	1

Mini Golf Worksheet

HOLE	TARGET NUMBER	EQUATION	DISTANCE FROM TARGET
windmill	7	$(2 + 2) + 4 = 8$	1
bear	7	$(4 \times 3) \div 2 = 6$	1
castle	7	$(6 \div 2) + 4 = 7$	0
TOTAL SCORE FOR ROUND			2

MATHDICE POINTS
3

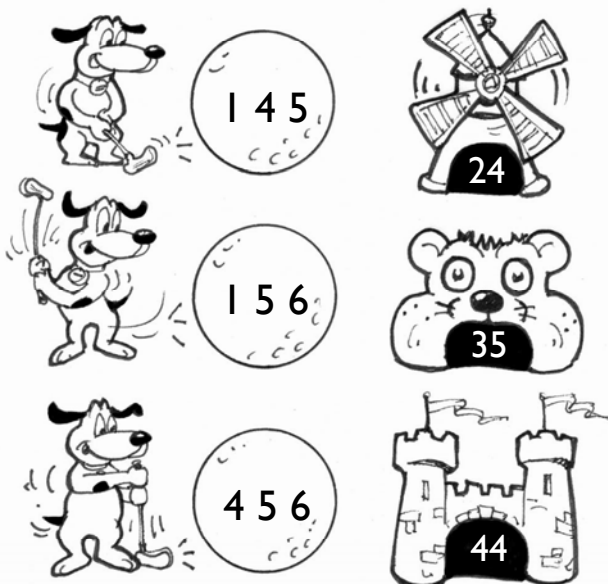
BEGINNER CHALLENGE
MATHDICE MINI GOLF 1


SCORE	MATHDICE POINTS
0	3
1-2	2
3 or higher	1

MATHDICE POINTS ➡	
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Mini Golf Worksheet

HOLE	TARGET NUMBER	EQUATION	DISTANCE FROM TARGET
windmill	4		
bear	2		
castle	5		
TOTAL SCORE FOR ROUND ➡			

INTERMEDIATE CHALLENGE
MATHDICE MINI GOLF 2


SCORE	MATHDICE POINTS
0	3
1-6	2
7 or higher	1

MATHDICE POINTS ➡	
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Mini Golf Worksheet

HOLE	TARGET NUMBER	EQUATION	DISTANCE FROM TARGET
windmill	24		
bear	35		
castle	44		
TOTAL SCORE FOR ROUND ➡			

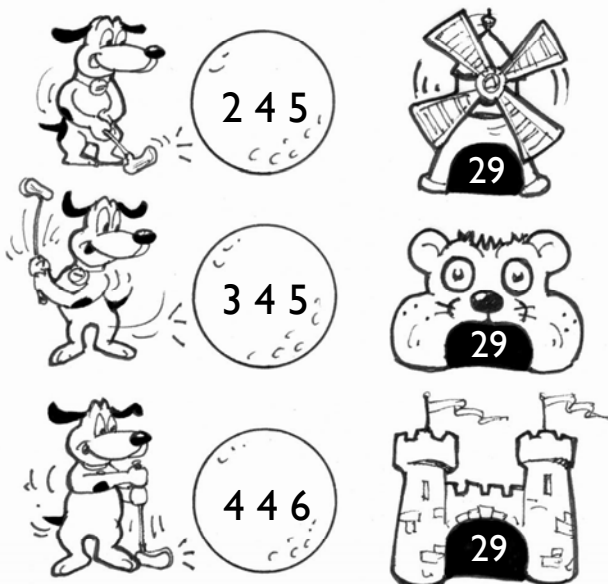
INTERMEDIATE CHALLENGE
MATHDICE MINI GOLF 7


SCORE	MATHDICE POINTS
3	3
4-6	2
7 or higher	1

MATHDICE POINTS ➡	
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Mini Golf Worksheet

HOLE	TARGET NUMBER	EQUATION	DISTANCE FROM TARGET
windmill	19		
bear	20		
castle	21		
TOTAL SCORE FOR ROUND ➡			

ADVANCED CHALLENGE
MATHDICE MINI GOLF 4


SCORE	MATHDICE POINTS
3	3
4-5	2
6 or higher	1

MATHDICE POINTS ➡	
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Mini Golf Worksheet

HOLE	TARGET NUMBER	EQUATION	DISTANCE FROM TARGET
windmill	29		
bear	29		
castle	29		
TOTAL SCORE FOR ROUND ➡			