Roll & Factor- GCF

Directions: Use your thinking map to help you with this game.
1. Roll your 10-sided die as many times as there are blanks for each problem.
Note: a roll of 0 should be recorded as a 10.
2. Once all the blanks are filled in for a problem, take 30 seconds to decide if there is a **common factor** and (circle) yes or no.
3. If there is a common factor, factor it out.

Ex: $\_\_ x^2 + \_\_ x + 6$
Rolls were 4 and 2.
New expression is $4x^2 + 2x + 6$
Is there a **common factor**? (YES)   NO

Factor out the GCF: $2(2x^2 + x + 3)$

1. $\_\_\_ x^2 + 4x + \_\_\_$
Rolls: $\_\_\_\_\_$ & $_____$

New Expression:

Is there a **common factor**?   YES   NO
Factor out the GCF:

2. $\_\_\_ x^2 + 4x + \_\_\_$
Rolls: $\_\_\_\_\_$ & $_____$

New Expression:

Is there a **common factor**?   YES   NO
Factor out the GCF:

3. ___ $x^3 +$ ___ $x^2 +$ ___ x
Rolls: _____ , _____ & _____

New Expression:

Is there a **common factor**?　　YES　　　NO
Factor out the GCF:

4. $2x^2 +$ ___ $x + 12$
Roll: _____

New Expression:

Is there a **common factor**?　　YES　　　NO
Factor out the GCF:

5. ___ $x^4 +$ ___ $x^2 + 24x^3$
Rolls: _____ & _____

New Expression:

Is there a **common factor**?　　YES　　　NO
Factor out the GCF:

6. ___ $x^2 + 12x +$ _____
Rolls: _____ & _____

New Expression:

Is there a **common factor**?　　YES　　　NO
Factor out the GCF: