

Factor Captor

- Materials**
- 1 *Factor Captor* Grid—either Grid 1 or Grid 2 (*Math Masters*, pp. G15–G16)
 - counters (48 for Grid 1; 70 for Grid 2)
 - 1 calculator for each player
- Players** 2
- Skill** Finding factors of a number

Object of the Game To have the higher total score.

Directions

- 1 To start the first round, Player 1 chooses a 2-digit number on the number grid, covers it with a counter, and records the number on scratch paper. This is Player 1's score for the round.
- 2 Player 2 covers all of the factors of Player 1's number. Player 2 finds the sum of the factors and records it on scratch paper. This is Player 2's score for the round.

A factor may only be covered once during a round.
- 3 If Player 2 missed any factors, Player 1 can cover them with counters and add them to his or her score.
- 4 In the next round, players switch roles. Player 2 chooses a number that is not covered by a counter. Player 1 covers all factors of that number.
- 5 Any number that is covered by a counter may not be used again.
- 6 The first player in a round may not cover a number that is less than 10, unless no other numbers are available.
- 7 Play continues with players trading roles after each round, until all numbers on the grid have been covered. Players then use their calculators to find their total scores. The player with the higher score wins the game.

1	2	2	2	2	2
2	3	3	3	3	3
3	4	4	4	4	5
5	5	5	6	6	7
7	8	8	9	9	10
10	11	12	13	14	15
16	18	20	21	22	24
25	26	27	28	30	32

Grid 1 (Beginning Level)

1	2	2	2	2	2	3
3	3	3	3	4	4	4
4	5	5	5	5	6	6
6	7	7	8	8	9	9
10	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	30
32	33	34	35	36	38	39
40	42	44	45	46	48	49
50	51	52	54	55	56	60

Grid 2 (Advanced Level)

Factor Captor Game Mat—Grid 1



NAME

DATE

TIME

1	2	2	2	2	2
2	3	3	3	3	3
3	4	4	4	4	5
5	5	5	6	6	7
7	8	8	9	9	10
10	11	12	13	14	15
16	18	20	21	22	24
25	26	27	28	30	32

Factor Captor Game Mat—Grid 2



NAME

DATE

TIME

1	2	2	2	2	2	3
3	3	3	3	4	4	4
4	5	5	5	5	6	6
6	7	7	8	8	9	9
10	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	30
32	33	34	35	36	38	39
40	42	44	45	46	48	49
50	51	52	54	55	56	60

Factor Captor 1–110 Grid



NAME

DATE

TIME

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110