

# Factor Race

## Team Game

**Materials:** Factor Race Cards  
Dry erase board & marker  
Paper and pencil for scorekeeping  
Stopwatch or minute timer



**Object of the Game:** To find the greatest number of factors of a target number in one minute

### Directions:

1. Stack the Factor Race Cards face down in the center of the team.
2. The youngest player becomes the first Leader. He or she turns over the top card and announces the target number.
3. The Leader sets the timer for one minute.
4. Everyone tries to find as many factors as possible for that number.  
Hint: Make an organized list of factor pairs. See example below.
5. When one minute is up, everyone stops and writes their list of factors in order from least to greatest.
6. Compare answers. Score points as follow:
  - \* Earn one point for every correct factor that you find.
  - \* Lose your turn and score 0 points if you list a number that is not a factor of the target.
7. The Leader records everyone's score on a team chart.
8. Repeat steps 1 - 7 for each round.  
The role of Leader rotates to the left for each round. Play until time runs out. Add points to find out who wins the game.

### Factors of 28

$$1 \times 28$$

$$2 \times 14$$

$$4 \times 7$$

1, 2, 4, 7, 14, 28

Score = 6 points

# Factor Race

24

16

10

18

30

13

21

40

12

17

45

26

# Factor Race

50	75	60
27	42	65
72	99	90
80	78	37