

Prism Race

1. Using cubes, secretly build a prism and record its length, width, height, and volume in the table.
2. At the same time, your and your partner show your prisms.
3. Calculate the volume of your partner's prism and write it down on a piece of paper. Put the slip of paper on the prism. The first player to put the correct volume down wins the round.
4. After each round, calculate the surface area for each of your prisms.
5. The player who wins the most rounds, wins the game.

Length x	Width x	Height =	Volume	Surface Area
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				