first case and the construction proceeds as before, starting with this region, to obtain Area Rectangle ABCD = Area Rectangle SBVT = Area Rectangle MBQP = Area Rectangle EFGH.

In general, if AB is of length L, we can divide the rectangular region into n equal parts such that we always have $b < L/n < 2b$ for $L > b$ and the procedure is similar to that shown in Figure 2.

Trivial cases exist when $L = nb$ and require at most the division of the region into n equal rectangular parts and side-by-side placement of these parts as in Figure 2.
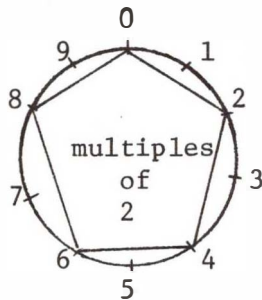
Ideas and Manipulatives you can try
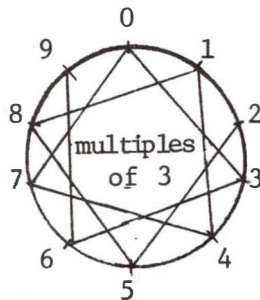
Games, Games, Games

GAME I: Multiplication Fun

Directions: To graph multiples on the circle, start with 0 and connect in order the points with line segments until 0 is reached again.

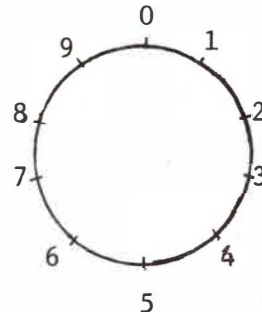Example A   Example B   Try One

GAME II: Biggest Number
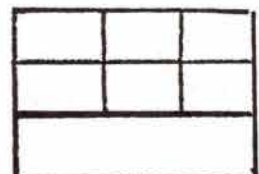
Materials: Make 3 of each of the 10 digits (0,1,2...9) on transparency squares (for class demonstration), or on construction paper squares (for math center).

Directions: Pull one square out of container at a time. Place it (or its digit) in box of your choice. - Remember it can't be moved after it is placed!! When boxes are filled, decide biggest number (or sum or difference).

GAME III: Can-u-go

1	2	3	4	5	6	7	8	9

Directions: Player covers any number of places that total value of the thrown dice. He continues until no other numbers can be used and totals those uncovered. Each player does this in turn. Winner has smallest sum.

Contributed by Shirley Frye

Hollywood Squares

. This game is one that I have found to be effective at the junior high level. It can be used to help students achieve a variety of curricular objectives, it is interesting to play, it can be learned quickly, and it adapts well to class size groups. I believe the game could be profitably used for students of other ages.
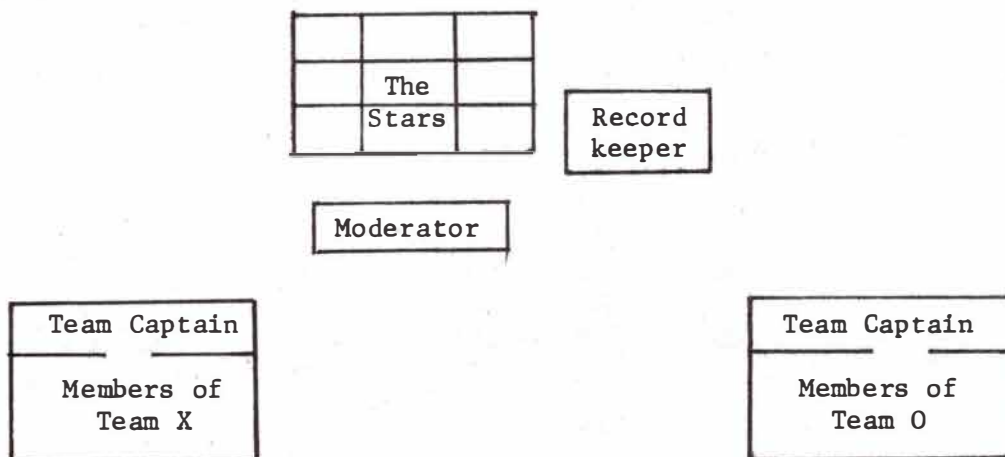
The Players:

Stars - Nine persons are chosen to be the stars. They sit in desks arranged in a 3 by 3 array facing the class.
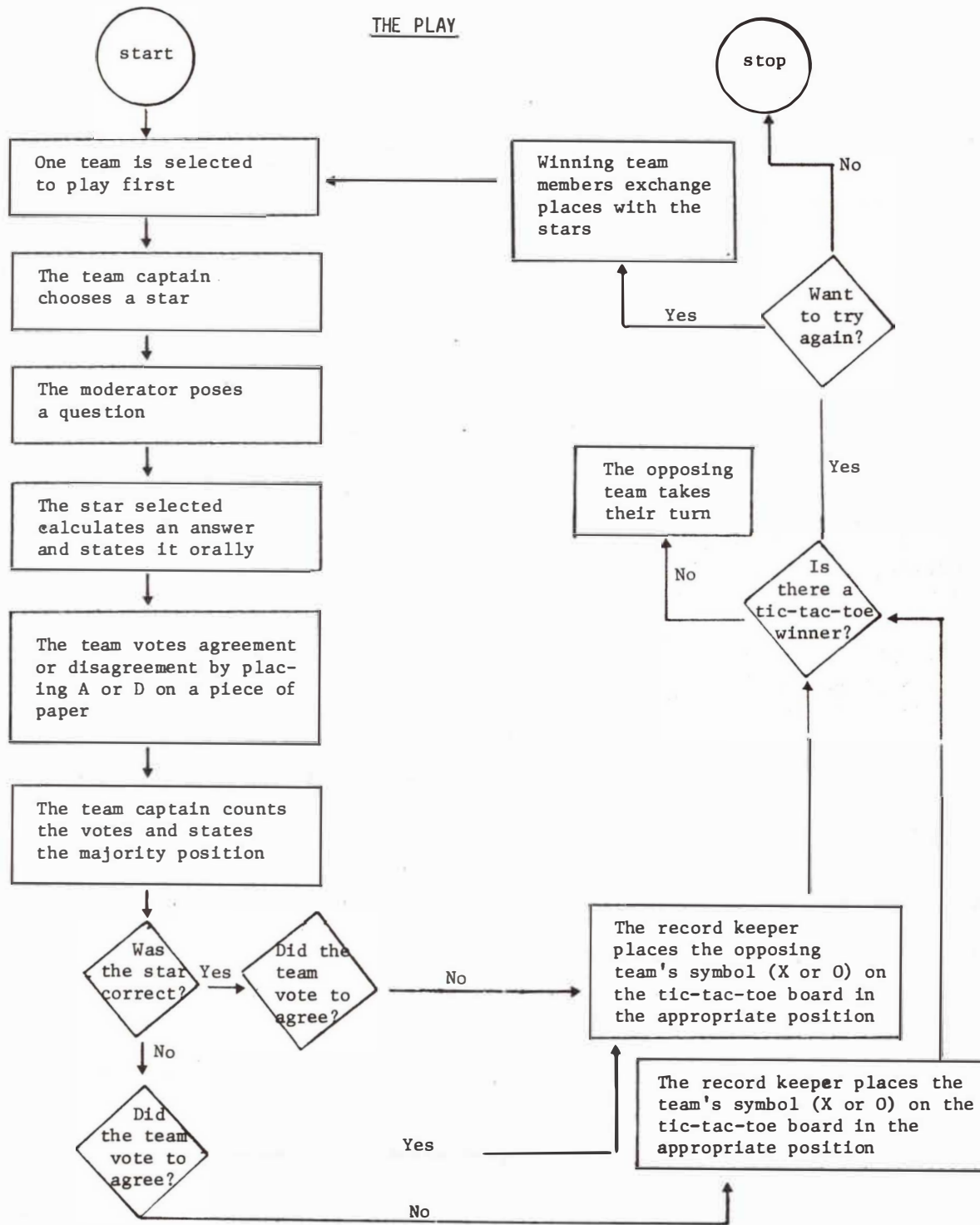
Record Keeper - One student is chosen to record results on a tic-tac-toe grid on the board.

Moderator - One student acts as the moderator.

Teams - The rest of the students are divided into two groups; team X and team O.

Team Captains - Each team selects a Captain.

THE PLAY

start

stop

One team is selected to play first

The team captain chooses a star

The moderator poses a question

The star selected calculates an answer and states it orally

The team votes agreement or disagreement by placing A or D on a piece of paper

The team captain counts the votes and states the majority position

Winning team members exchange places with the stars

Want to try again? — No / Yes

The opposing team takes their turn

Is there a tic-tac-toe winner? — No / Yes

Was the star correct? — Yes → Did the team vote to agree? — No → The record keeper places the opposing team's symbol (X or O) on the tic-tac-toe board in the appropriate position

No ↓

Did the team vote to agree? — No

Yes →

The record keeper places the team's symbol (X or O) on the tic-tac-toe board in the appropriate position

Suggestions
- Provide the moderator with sample questions that are not too easy.
- Encourage the stars to try to deceive the teams by dramatizing responses.
- Questions answered incorrectly can be reused until the correct answer is given, thus all stars and team members should be prepared to respond to all questions.

Contributed by Francis Somerville