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REACH 100

Materials: One die, laminated score cards, dry erase marker

Instructions: The object of this game is to create five numbers with a total as close to 100 as possible. Player 1 goes first. For each of the five rounds, roll the die and decide which column (tens or ones) to put the number into. A zero must be placed into the other column for that round. Repeat for the remaining four rounds to create five numbers. Add up these numbers. Player 2 then goes.

What this is good for: Learning about place-value in two-digit numbers.

Round	Tens	Ones	Running Total
1			
2			
3			
4			
5			

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1			
2			
3			
4			
5			