

Topic(s): Number and Operation

Concept(s): Number Sense

Mathematical Practice(s): MP5, MP6

Grade(s): 3rd 4th 5th 6th 7th

Race to One Hundred

This game provides students an opportunity to practice addition, subtraction, multiplication and division as they try to reach 100 on a number chart. The game can be modified by adding more dice or using dice with more than 6 sides. Students will have fun playing as well as making up their own rules for a new game.

Number of Players: 2

Material:

- two dice
 - one hundred chart
 - two markers
 - pencils and scratch paper
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Task Instruction

- Each player takes turns rolling the two dice. Markers are placed at zero.
- Player 1 may choose to calculate the sum, difference, product or quotient of the two numbers displayed on the dice.
- Player 1 then moves their marker to that number on the chart.
- Player 2 takes their turn.
- For player 1's second turn they determine the sum, difference, product or quotient. This number is then added to the number under their marker and the marker is moved to this sum.
- Play ends when one player reaches one hundred.
- If a player rolls and computes a number that cannot be added to the last number without going over 100 they lose their turn.
- If player 1 reaches 100 first, player 2 finishes the round to see if they can tie the game.

Variation

Players can choose to include negative number achieved through taking the difference of two numbers where the number subtracted is greater than the starting number.

Race to One Hundred

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