

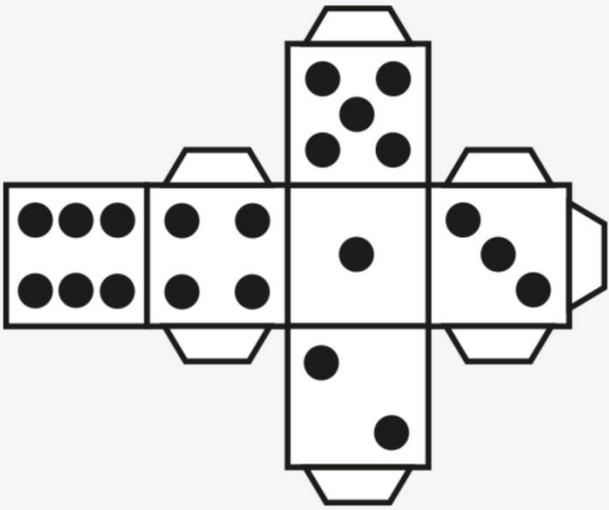
RACE FOR 101!

Level	2 (Age group 8-10)
Resources Required	Pen and pencil Paper Die (1 per group)
Alternate Options for the Resources	A die can be made using these instructions and the example in the Images/Illustrations section: <ol style="list-style-type: none"> 1. Drawing 4 equal sized squares horizontally. 2. Drawing 2 squares above and below the 2nd square on the horizontal line draw in step 1. 3. Cutting along the outer edge of the shape and folding along the edges to form a cube. 4. Use an adhesive on the flaps to stick the edges together. 5. On each face draw dots to represent numbers from 1-6. Use the example in the Images/Illustrations section to determine where each number should go.
Strand Covered	Numbers and Operations
Targeted Skills	Understands the concept of place value in three and four-digit numbers
Inspired by	Prodigy . Board Game Designer - Gordon Hamilton
Time Required	Set up time 20 minutes Game time 10 minutes
Previous Learning Required	Multiplying by 10
Support Required	Low supervision

Rules of the Game:

Goal	The team that gets as close to 1001 without going over wins.
-------------	--



Steps	<p>Step 1: The teacher splits the class into pairs.</p> <p>Step 2: The teacher gives each pair a page and writes a zero at the top. The teacher also gives each pair a die.</p> <p>Step 3: Students take turns rolling their die. After each roll, students decide as a pair whether to add the roll to their total or multiply their roll by 10 and add the product to their total.</p> <p>Step 4: If a pair goes above 101, they are out for the round.</p> <p>Step 5: After 10 rolls, the pair that has a number that is the closest to 101 without going over wins.</p>
Images or Illustrations	
Enrichment	<ul style="list-style-type: none">• Have students roll the die exactly 20 times.• Create dice with larger numbers and set the target number to be a number that is larger than 101.• Have students start with the number 1. Have students roll their die exactly 5 times. Each time they roll their die, they either multiply their total by the number they rolled or they multiply their number by 10 times the number they rolled.
Simplification	<ul style="list-style-type: none">• Make the target number smaller than 101.• Make dice with the numbers 1, 1, 2, 2, 3, and 3 instead of the standard numbering.