



Add and Take 10

9 is almost 10

1.0 101 & Out

Materials you need...

- 1-6 dice

Each player takes it in turns to throw the dice. The number shown can represent one's or ten's. It can be added or subtracted from the previous total.

Winner is the first to get their total to be exactly 101.

2.0 Roll it to 100

Materials you need...

- 1-3 dice

Take it in turns to roll the dice. Add 10 to your score this many times.

You could show how much you have by colouring or placing beads on a 1-100 table.

Winner is the first to reach a total of 100.

You could alter this game to look at adding 9. Using your knowledge of add 10 each time and then going back one. The winner would be the first to reach 99.



3.0 Three in a row

Materials you need...

- 100 square
- 0-9 dice x2
- 1-6 dice with the sides changed to show +1, -1, +10, -10, +10, -10
- Coloured pencils
- Base ten materials

Take turns to throw the two dice and create a two digit number. They may have a choice of two different two digit numbers. Then roll the altered dice to tell you how to adjust your number. Write your option of equations. They can compare their choices using base ten blocks. They need to choose one of the numbers to colour their square in.

First person to get 3 in a row (vertical, horizontal or diagonal) wins.

This game could be altered so the 1-6 dice shows +9, -9 instead of the +10, -10's.



1-100 table – cut and stick together to make a number track

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