



Making 100

Math Concepts: Addition - single digit to double digit, place value

Materials: Paper and pencil, die or playing cards

Players: 1 to the whole class

Set up: Each player has a sheet of paper with 7 rows and 3 columns. The columns are titled "10's," "1's," and "Running Total."

Play: Each player's running total starts at 0. Roll a die, or pick a random numbered playing card from 1 to 9, to create a digit to be used by all players. Each player chooses to use this number in their 1's or 10's column for the current row. For example, if it is a 4, each player chooses whether this will become 4 or 40. The chosen number is added to the running total.

Goal: A player that goes over the target of 100 "goes bust" and loses. If no player goes bust, the one closest to 100 wins.

10's	1's	Running Total
3		30
5		80
	4	84
	1	85
	6	91
	2	93
	5	98

– DISCUSSION AND TIPS –

Discuss examples of how to deal with being too close or too far from the target number.

– VARIATIONS –

There are many options for this game:

- Use a different target number – much smaller for younger children.
- Use fewer or more rows.
- Don't go bust if you go over the target. The closest player on either side wins.
- Use a fourth column of 100's to practice 3-digit numbers.
- Practice subtraction by starting at the target number and subtract down to 0.