



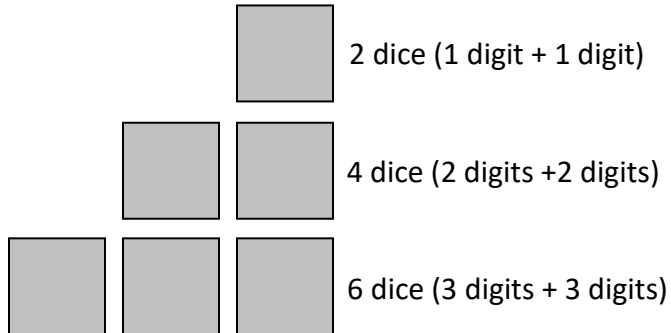
## Directions: Can you place it?



Materials: 1 hundred chart per pair and recording sheet for each student

2 different colored crayons or markers

1. Take turns with your partner rolling the dice.



2. Use the numbers rolled to make an addition problem and solve.
3. Use your **digit in the ones place of the sum** to fill in a square on the 100 chart:

If the digit is:

- |  |  |
|--|--|
| 0- fill in an even number                        | 5- fill in a number with an eight in the tens place  |
| 1- fill in a number between 25 and 45            | 6- fill in a number you say when skip counting by 5s |
| 2- fill in an odd number                         | 7- fill in a number greater than 50                  |
| 3- fill in a number with a six in the tens place | 8- fill in a number less than 50                     |
| 4- fill in a number in the teens                 | 9- fill in a number whose digits add up to 10        |

\*\* The object of the game is to fill in 5 on your 100 chart (in a row, in a column, or diagonal)

- 2011 MA Frameworks: - 3.NBT.2: Fluently add and subtract within 1000 using strategies and algorithms based on place value, properties of operations, and/or the relationship between addition and subtraction.
- 2011 MA Frameworks: 2.OA.3, 2.NBT.1, 2.NBT.2



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## Can you Place it Recording Sheet

Round 1 Workspace	Digit in Ones Place:	Number filled in on 100 chart:
Round 2 Workspace		
Round 3 Workspace		
Round 4 Workspace		
Round 5 Workspace		



Round 6 Workspace		
Round 7 Workspace		
Round 8 Workspace		
Round 9 Workspace		
Round 10 Workspace		