

Activities

▲ Race to 100

Materials: Place-value organizer, die, place-value discs

Players take turns rolling the die and placing that many place-value discs on their organizer.

When the number of discs in a column is 10 (or more), students trade them for a 10-disc.

The winner is the player who exchanges ten 10-discs for one 100-disc first.

Race to 0

Materials: Place-value organizer, die, place-value discs

Begin the game with one 100-disc and subtract the value of the die on each turn.

The winner is the first player to be out of discs.