

Directions:

- Take out the cards that show 0 and 10. Set them aside.
- On your turn:
 - Start at 55. Pick a number card.
 - Add that number to your starting number.
 - Write an equation to represent the sum.
- Each round, the sum from the last equation is the starting number in the new equation.
- Take turns until you've played 6 rounds.
- The partner to get a sum closer to 95 without going over wins.

number card	equation
	$\underline{55} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- Take out the cards that show 0 and 10. Set them aside.
- On your turn:
 - Start at 25. Pick a number card. Choose whether to add that number of tens or ones to your starting number.
 - Write an equation to represent the sum.
- Each round, the sum from the last equation becomes the starting number in the new equation.
- Take turns until you've played 6 rounds.
- The partner to get a sum closer to 95 without going over wins.

number card	choose	equation
	tens or ones	<u>25</u> + <u> </u> = <u> </u>
	tens or ones	<u> </u> + <u> </u> = <u> </u>
	tens or ones	<u> </u> + <u> </u> = <u> </u>
	tens or ones	<u> </u> + <u> </u> = <u> </u>
	tens or ones	<u> </u> + <u> </u> = <u> </u>
	tens or ones	<u> </u> + <u> </u> = <u> </u>

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- On your turn:
 - Start at 0. Roll 3 cubes. Choose 1 number to represent the tens, 1 number to represent the ones, and 1 number to not use.
 - Add the tens and ones to the starting number.
 - Write an equation to represent the sum.
- Each round, the sum from the last equation is the starting number in the new equation.
- Take turns until you've played 4 rounds.
- The partner to get a sum closer to 100 without going over wins.

roll and choose	equation
____ tens ____ ones	____ 0 ____ + ____ = ____
____ tens ____ ones	____ + ____ = ____
____ tens ____ ones	____ + ____ = ____
____ tens ____ ones	____ + ____ = ____

Directions:

- Take out the cards that show 0 and 10. Set them aside.
- On your turn:
 - Start at 100. Pick a number card. Choose whether to subtract that number of tens or ones from your starting number.
 - Write an equation to represent the difference.
- The difference is the starting number in the next equation.
- Take turns for 4 rounds.
- The partner to get a difference closer to 0 without going below 0 wins.

number card	choose	equation
	tens or ones	<u>100</u> — <u> </u> = <u> </u>
	tens or ones	<u> </u> — <u> </u> = <u> </u>
	tens or ones	<u> </u> — <u> </u> = <u> </u>
	tens or ones	<u> </u> — <u> </u> = <u> </u>

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- On your turn:
 - Start at 100. Roll 3 number cubes. Choose 1 number to be the tens and 1 number to be the ones, and set 1 number aside.
 - Subtract the tens and ones from the starting number.
 - Write an equation to represent the difference.
- The difference is the starting number in the next equation.
- Take turns for 4 rounds.
- The partner to get a difference closer to 0 without going below 0 wins.

roll and choose	equation
_____ tens _____ ones	_____ 100 _____ = _____
_____ tens _____ ones	_____ - _____ = _____
_____ tens _____ ones	_____ - _____ = _____
_____ tens _____ ones	_____ - _____ = _____

Directions:

- On your turn:
 - Start at 0. Roll 3 number cubes. For each cube, decide whether it represents hundreds, tens or ones that you will add to your starting number.
 - Write an equation to represent the sum.
- The sum is the starting number in the new equation.
- Take turns for 4 rounds.
- The partner to get a sum closer to 1,000 without going over wins.

roll and choose	equation
____ hundreds ____ tens ____ ones	$\underline{\quad 0 \quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
____ hundreds ____ tens ____ ones	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
____ hundreds ____ tens ____ ones	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$
____ hundreds ____ tens ____ ones	$\underline{\quad\quad\quad} + \underline{\quad\quad\quad} = \underline{\quad\quad\quad}$

Directions:

- On your turn:
 - Start at 1,000. Roll 3 number cubes. For each cube, decide whether the number you rolled will represent hundreds, tens, or ones. Write an equation to represent the difference.
- The difference is the starting number in the next equation.
- Take turns for 4 rounds.
- The partner to get a difference closer to 0 without going below 0 wins.

roll and choose	equation
____ hundreds ____ tens ____ ones	$1,000 - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
____ hundreds ____ tens ____ ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
____ hundreds ____ tens ____ ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
____ hundreds ____ tens ____ ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- Remove the cards that show 0 and 10 and set them aside.
- On your turn:
 - Start at 0. Pick a number card. Choose whether to add that number of tenths or hundredths to your starting number.
 - Write an equation to represent the sum.
- The sum is the starting number in the next equation.
- Take turns for 6 rounds.
- The partner to get a sum closer to 1 without going over wins.

number card	0.1	0.01	equation to represent the sum

1

2

3

4

5

6

7

8

9

1

2

3

4

5

6

7

8

9

0

0

10

10

Directions:

- Take out the cards that show 0 and 10 and set them aside.
- On your turn:
 - Start at 2. Pick a number card. Choose whether to subtract that number of tenths or hundredths from your starting number.
 - Write an equation to represent the difference.
- The difference is the starting number in the next equation.
- Take turns for 6 rounds.
- The partner to get a difference closer to 1 without going under wins.

number card	0.1	0.01	equation to represent the difference