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: (2-digit plus 2-digit)

- Partner A: Put a paper clip on 1 number in each gray row. Cover the sum of the 2 numbers with a counter.
- Partner B: Move 1 of the paper clips to another number in the same row. Add the numbers. Cover the sum with a counter.
- Take turns. If a partner finds a sum that is already covered, they move the same paper clip to a different number. The game ends when a partner fills the gameboard or places 5 counters in a row—across, up and down, or diagonal.

81	91	54	46	90
84	83	35	82	53
60	92	99	73	51
73	42	44	53	92
100	75	82	61	64

16	27	25	34	35
65	19	57	26	48

Directions: (1-digit plus 2-digit)

- Partner A: Put a paper clip on 1 number in each gray row. Cover the sum of the 2 numbers with a counter.
- Partner B: Move 1 of the paper clips to another number in the same row. Add the numbers. Cover the sum with a counter.
- Take turns. If a partner finds a sum that is already covered, they move the same paper clip to a different number. The game ends when a partner gets 5 counters in a row or the gameboard is filled. Counters can be across, up and down, or diagonal.

75	64	24	26	63
65	25	22	31	55
58	30	67	32	66
72	56	54	34	71
74	23	33	73	57

5	6	7	8	9
17	25	49	58	66

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