

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
	$55 + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$
	$\underline{\quad} + \underline{\quad} = \underline{\quad}$

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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 tens or ones	equation
	tens or ones	$25 + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$

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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
<input type="text"/> tens <input type="text"/> ones	$0 + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
<input type="text"/> tens <input type="text"/> ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
<input type="text"/> tens <input type="text"/> ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
<input type="text"/> tens <input type="text"/> ones	$\underline{\hspace{2cm}} + \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$

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	$100 - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$
	tens or ones	$\underline{\hspace{2cm}} - \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$

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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
$\underline{\hspace{1cm}}$ tens $\underline{\hspace{1cm}}$ ones	$100 - \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$
$\underline{\hspace{1cm}}$ tens $\underline{\hspace{1cm}}$ ones	$\underline{\hspace{1cm}} - \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$
$\underline{\hspace{1cm}}$ tens $\underline{\hspace{1cm}}$ ones	$\underline{\hspace{1cm}} - \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$
$\underline{\hspace{1cm}}$ tens $\underline{\hspace{1cm}}$ ones	$\underline{\hspace{1cm}} - \underline{\hspace{1cm}} = \underline{\hspace{1cm}}$

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	0 + _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ + _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ + _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ + _____ = _____
_____ ones	

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	<u>1,000</u> – _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ – _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ – _____ = _____
_____ ones	
_____ hundreds	
_____ tens	_____ – _____ = _____
_____ ones	

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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

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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