

Activity 3a: Race to 100

Recommended Grades: K–1

Activity Instructions

1. At the start of a turn, roll a pair of dice.
2. Add the dots (or pips) and collect that number of units.
3. When you get 10 units, you can exchange them for a 10 bar.
4. If you roll a double (two of the same number), you get a free 10 bar along with the sum of the roll.
5. When you have ten 10 bars, exchange them for a 100 square to win.

Virtual Game Link:

https://www.education.ky.gov/curriculum/conpro/Documents/NBT_Race_to_100_KFMN.pptx

Family Prompts

- Throughout the game ask your child whether he/she has 10 or more units and can exchange them for a 10 bar.
- Ask your child how many units he/she has in total throughout the game. Then, which player is closest to 100?
- Can you give an example of other things we could count like this?
- When/why was it helpful to use the bars instead of the unit blocks?