

Rolling for 50

Grade Level: K-2nd grade

Number of Players: 2-4 players

Mathematical Understanding:

- Addition and subtraction (more or less) along a number line
- Counting, counting on, using a derived fact, or recalling to find a new quantity and numeral

Materials Needed: one die for each team, a game marker for each player, and a game board for each team or each player

Object of the Game:

The first player to directly land on or pass 50 wins the game.

Directions:

All player place their markers on Start on the game board. Player 1 rolls one die, and looks at the table to see how many spaces to move and in which direction. Player 1 then moves his/her marker the appropriate number of spaces and direction along the number line in the most efficient way making as few moves as possible to get to his/her next number. This is repeated for every player.

*If a player rolls a number that would take them past 1 in a negative direction, that player starts over on Start for his/her next turn.

Children are encouraged to use various strategies to move the distance indicated by the table (e.g., counting by 1's, counting by 2's, counting by 5's, counting on, using known combinations, or using a derived fact to help them move most efficiently.

The child who gets his/her marker directly on 50 or goes past 50 on the number line wins the game.

Optional:

Guiding Questions:

What do you know?

Where do you think you will begin?

Where are you stuck? What is confusing? What are you wondering about?

What are you going to try?

What did you think about to come to your answer?

Differentiation:

Game Trajectory:

Pre K-K: Counting along a number line to 20

K-2: Addition and subtraction to get to 50

3-5: Rolling for 500 or Rolling for 500 estimation version

5-6: Rolling for 5

Clean up Checklist for Game Bag:

One die per group

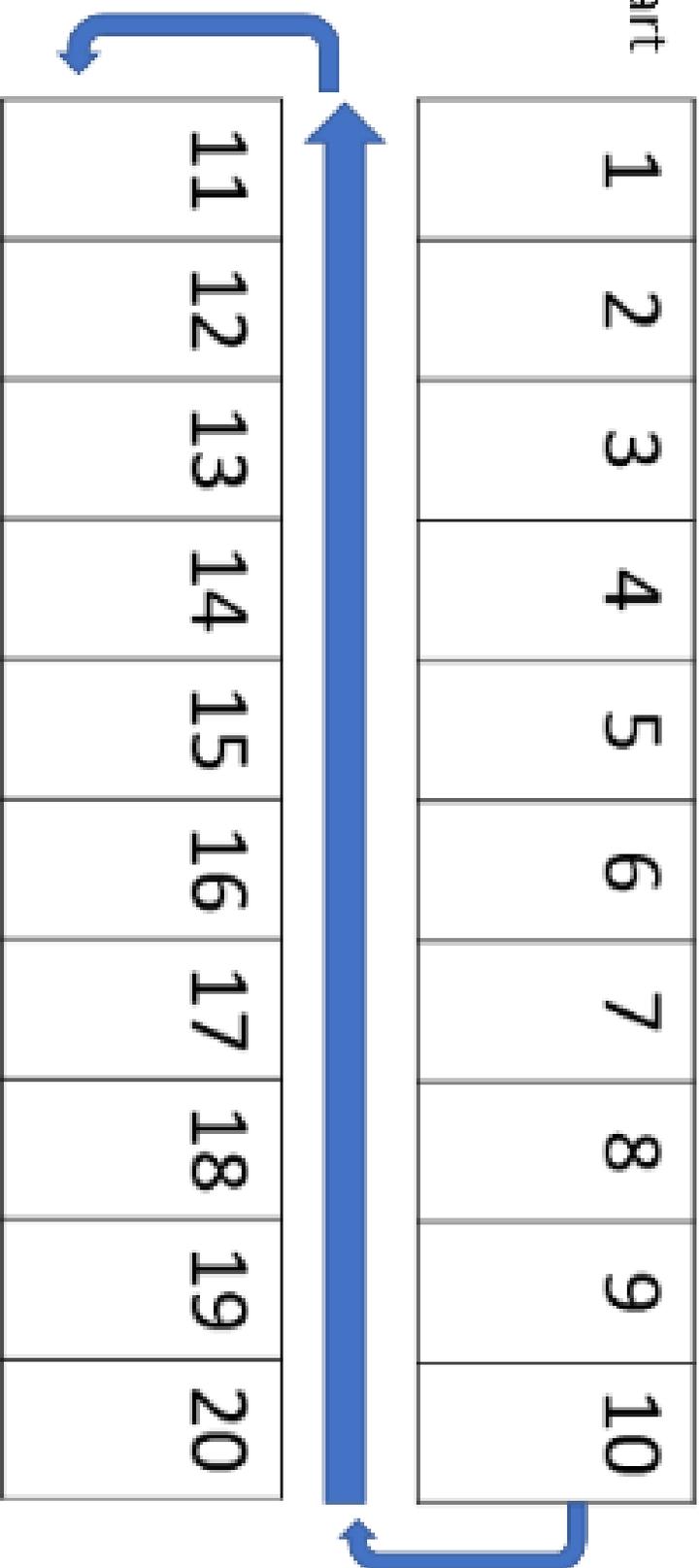
Game piece markers

Game boards

Pencils

Rolling for 20

Start



Rolling for 50

Roll	Spaces
1	10 more
2	9 less
3	13 more
4	6 less
5	8 more
6	7 less

