

Rolling for 500

Grade Level: 3-5

Number of Players: 2-4

Mathematical Understanding:

Students strengthen numerical fluency through practice with strategies used for addition and subtraction.

Materials Needed:

- a die
- a gamepiece for each player
- gameboard

Object of the Game:

The first player to reach or cross the **Finish** wins the game.

Directions:

Each player places their marker on the **Start** square of the shared gameboard.

Player 1 rolls the die. Match the number rolled to the table on the gameboard to determine how many spaces to move forward or backward. Player 1 moves their marker.

Players take turns rolling the die and using the table to determine spaces moved.

The first player to reach or cross the **Finish** line wins the game.

Players cannot move below zero and wait at the start space for a positive roll.

Two players can be on the same space on the gameboard at the same time.

Optional:

When playing the estimation version, players can state out loud what their exact space would be and how close they are to the space they move onto to. Which space is the closest and why?

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:

Two versions of the game can be used for grades 3-5. **Rolling for 500** gives practice with place value strategies to add and subtract numbers up to 500. **Rolling for 500 estimation** gives practice with place value strategies for addition and subtraction and also requires comparative reasoning in order to properly place the gameboard marker.

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:

Die

gamepiece markers

gameboards

Rolling for 500

Roll	Spaces
1	add 30
2	subtract 20
3	add 50
4	subtract 60
5	add 80
6	add 10

