

17.

101 and Out

Topic: Counting and place value

Number of
Players: 2 or more

Materials: Number Blox or any other base 10 model, 1 6-sided die, paper, pencil

Procedure: The game begins when 1 player rolls the die and then takes that number of Number Blox, representing either a ones or a tens digit. For example, if a 5 is rolled, the player takes either 5 ones or 5 tens Blox. Players write down their own numbers rolled and keep a cumulative total.

Play proceeds with each player's rolling the die and taking Blox from the central pile. On each turn, a player may decide to take ones or tens Blox, but must take all of a kind in 1 turn.

A player who goes over 100 before taking 10 turns is automatically out. Play continues until every player has had exactly 10 turns.

The player with 100 points, or with the closest number of points under 100, is the winner.

