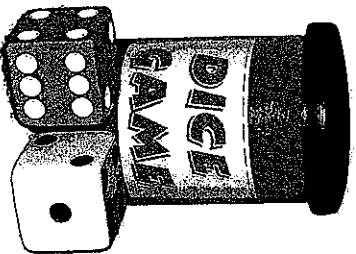


# 67 Dice Game

## Materials

- Film container of any kind
- Adhesive label: Dice Game
- Pair of dice
- Hundreds Chart reproducible (see page 136)
- 2 different-color pens or pencils



## Directions

1. Place the dice in the film container and give the container to 2 children. Have each roll the dice from the container. The one with the higher total gets to go first.
2. The first player rolls the dice, adds the 2 numbers together, and moves that number of times on the reproducible. She then marks the spot with an X, using a colored pen or pencil.
3. The other child does the same thing but marks his spot with a different-color pen or pencil.
4. The game continues until one child reaches or passes the 100 square.

### Consider This:

- a. Change the game so that the winner must land exactly on the 100 square. If one player's final roll does not produce the count needed, he does not move forward, and the other player gets a turn. This continues until one player rolls the required count. (If a player lands on 99, he then rolls only 1 of the 2 dice.)
- b. To accommodate lower grade levels, use only 1 die.

## Hundreds Chart (pages 56 &amp; 60)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100