

RACE TO 100

Learning regrouping through play!

To play Race to 100, each pair of students will need some base ten blocks and two dice (or one 12-sided die).

Player one begins by rolling the dice and taking that number of base 10 blocks.

Player two then takes a turn.

Now player one rolls again and takes that number of blocks.

If player one has at least 10 ones blocks, they will trade them for a ten.

Play continues.

Players keep trading ten ones for a ten block until one person has ten tens and can trade those for a hundred block.

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