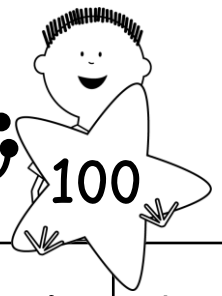




Hundreds Chart



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

Race to 100

Materials: 2 dice, hundreds chart, moving chip (1 per partner, 2 different colors)

Directions:

- 1) Place a hundreds chart between you and your partner.
- 2) Roll 2 dice and add the numbers together. Start at 1 and move your marking chip the amount of the sum from the two dice.
- 3) On each turn, roll the dice and add to the number you were on during the previous turn.
- 4) The first person to land on or pass 100 wins!

Challenge Option: A partner must land on EXACTLY 100 to win.

5 in a Row

Materials: digit cards, hundreds chart, crayons (1 color per partner)

Directions:

- 1) Place a hundreds chart between you and your partner.
- 2) Flip up 2 digit cards and multiply the number together.
- 3) With your crayon, color in the product of the two digit cards on your hundreds chart.
- 4) The first person to color in 5 squares in a row (horizontal, vertical, or diagonal) wins.

The Round-Up

Materials: digit cards, hundreds chart, moving chips (several per partner, 1 color per partner)

Directions:

- 1) Place a hundreds chart between you and your partner.
- 2) Flip up two digit cards. Multiply the numbers together. Round the product to the nearest tens.
- 3) Mark the number you rounded the product to with your colored chip.
- 4) When all the ten places are filled (10, 20, 30...etc.), the player with the most chips on the chart wins.

What's the Picture?

Materials: clue cards, hundreds chart, crayon or marker

Directions:

- 1) Get a hundreds chart.
- 2) Pick a clue card and read the starting number. Place your finger on that number. Read the clue carefully to help you determine which number you should color in on your chart.
- 3) Color in the number that you landed on. For example, if the clue card says "Starting Number: 77 Clue: Color in the number that is 10 less than 77," you will color in 67 on your chart.
- 4) When you have completed all of the clue cards, you will have formed a picture on your hundreds chart.

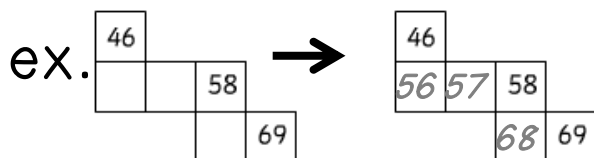
Note: You will need to create these "clue cards" according to the picture you want your students to create.

Puzzle Match-up

Materials: hundreds chart puzzle pieces, pencil

Directions:

- 1) Gather all of the puzzle pieces.
- 2) Look at each puzzle piece and write in the missing numbers in the piece. Then place all of the puzzle pieces together to create a hundreds chart.
- 3) The completed chart should have 10 rows and 10 columns.



Note: To create "puzzle Match up," cut apart a hundreds chart and white-out some of the numbers on each piece (you can also use a blank hundreds chart and write in the numbers you want on each piece).

1

2

3

4

5

6

7

8

9

10

11

12

use these digit cards to play "The Round-up" and "5 in a Row."
Make several copies of the cards and laminate for durability.

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one set of money cards used 3 ways!

Whole-Class/ Small-Group Game

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Which OPERATION?

Center Game

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Center Game

$4 \times 3 = 12$
 $3 \times 4 = 12$
 $12 \div 4 = 3$
 $12 \div 3 = 4$

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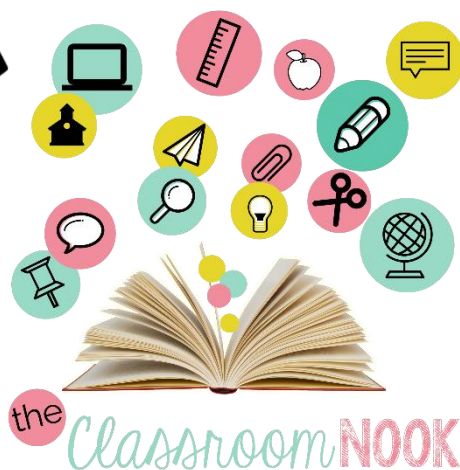


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