

Roll to 1,000

Materials 1 *Roll to 1,000* Record Sheet (*Math Masters*, p. G7)

2 six-sided dice

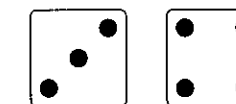
Players 2 to 4

Skill Adding multiples of 10

Object of the Game To score at least 1,000.

Directions

Each dice roll represents a number of tens. For example, if you roll a 3 and a 4 for a total of 7, you have 7 tens, or 70.



Make 7 groups of 10, or 70.

- 1 Players take turns. When it is your turn:
 - Roll the dice as many times as you want. Each roll tells you how many tens you have.
 - Mentally add the numbers you get for all of your dice rolls. Enter this as your score for the turn.
 - If you roll a 1, your turn is over. Enter 0 as your score for this turn.
- 2 Continue to add to your score each turn. If you roll a 1 at any time, your score for that turn is 0. The score you enter is the total from your previous turn. See the example on the next page.
- 3 The first player to score 1,000 or more wins the game.

Turn	Player 1	Player 2	Player 3	Player 4
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

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