

Task Group: RollersKentucky Academic Standard(s): [KY.1.NBT.4](#), [KY.1.NBT.5](#), [KY.2.NBT.5](#)

Numeracy Target: Solve 2-digit +/- with materials by counting by 10s OR by 1s

High Rollers / Low Rollers (within 100)

I am learning to find the total or difference of two values within 100, using tens or ones with materials.

Materials:

High Rollers: Roll to Target (within 100): Number cube labeled (+1, +1, +1, +10, +10, +10), Craft sticks and bundles (10 sticks and 10 bundles), Numeral cards (25, 30, 35, 40, 45, 50), Writing instruments, High Rollers scoreboard
Low Rollers: Roll to Zero (within 100): Number cube labeled -1, -1, -1, -10, -10, -10, Decade numeral cards (50, 60, 70, 80, 90), Craft sticks and bundles (should have access to 18 bundles), Writing instruments, Low Rollers scoreboard

Directions:

High Rollers: Roll to Target (within 100):

Set Up:

- Write names on scoreboard.
- Shuffle and place cards face down on target number space on scoreboard. Turn over top card to find out your target number.
- Start with zero sticks. Have ten sticks and ten bundles available to use.

Game Play:

Take turns. On your turn:

1. Roll the numeral cube.
2. Get your stick or bundle
 - a. On your first turn, the number you roll is your total.
 - b. On your other turns, combine all your sticks and bundles to find your total.
3. Record your new total and keep your sticks and bundles.
4. Give cube to partner.

Repeat six times, even if you reach the target number!

At the end of six turns compare your totals.

See who is *closest* to the target number!

Low Rollers: Roll to Zero (within 100):

Set Up:

- Write names on scoreboard.
- Shuffle and place numeral cards face down on starting number space on scoreboard. Turn over top card to find out your starting number.
- Have 18 bundles available for students.

Game Play:

Look at the target number. Get that number of craft sticks already bundled in tens.

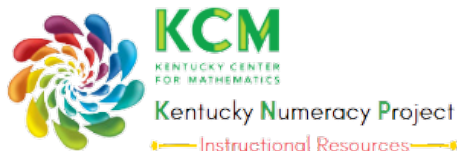
Take turns. On your turn:

1. Roll the numeral cube.
2. Return that number of sticks or bundles to center of group and find your new total. If you unbundle a group of sticks return the elastic to the center also.
3. Record your new total.
4. Give cube to partner.

Repeat for six turns.

At the end of six turns compare your final totals.

See who is *closest* to the target number 0



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