

## School Day

I am learning to mentally solve addition and subtraction tasks involving ones, tens, and hundreds.

### Materials:

School Day game board Check Book Pawns/game pieces Dot Die

### Directions:

Check book:

- Each player will be using a check book with a starting value of 2 dollars and 50 cents. This value is already on the check book in space on.
- If a player lands on a “pay” space they will write the activity (ex. late for school) and the number in the “take away” space on their check book. The student will then subtract that number from their previous total and record their new total on their check book. Once a new total has been found the student will determine how many hundreds, tens, and ones make up that number.
- If a player lands on a “Collect” they will write the activity (ex. birthday!) and the number in the “add to” space on their check book. The student will then add that number to their previous total and record their new total in the space on their check book. Once a new total has been found the student will determine how many hundreds, tens, and ones make up that number.
- The top three lines on the check book are examples of how to use the sheet.

This game is played like Monopoly:

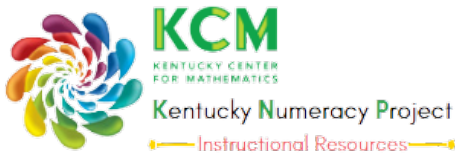
1. All players will place their pawns on the “Pay Day” space.
2. Each player will receive a checkbook with a starting amount of 2 dollars and 50 cents.

### Game Play:

1. The youngest player goes first. Play continues to the right.
2. On their turn:
  1. Roll the die, counts the number of dots, and move your pawn the same number of spaces.

2. Follow the directions on the space and add/subtract that numbers from your previous total on their check book.
  3. Say your new total.
  4. If you land on a “chance” space, follow the directions in the middle of the game board.
  5. You will get 2 dollars and 50 cents each time you pass the payday space. Do NOT stop on the payday space.
    - If you run out of money, say “I lost my lunch money” and return to the pay day space. At the start of your next turn you will receive a payday before rolling the dice.
3. The player with most money at the end of the game wins!

Game adapted from Scotty Bratcher's (Grayson County Public Schools) Original Version.



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