

Roll to 1,000

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

2 six-sided dice

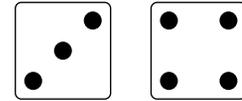
Players 2 to 4

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.
- 3 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.
- 4 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				

Roll to 1,000 Record Sheet

Example

- On his first turn, Ray rolls a 4 and a 5, which is 9 tens, or 90. He decides to stop rolling, so his score for Turn 1 is 90.
- On his second turn, Ray rolls a 4 and a 2, which is 6 tens, or 60. He decides to keep rolling and gets a 3 and a 1. Because he rolled a 1, Ray's turn is over and his score for Turn 2 is 0. He keeps his score from Turn 1, 90, and records it again as his score for Turn 2.
- On his third turn, Ray rolls a 6 and a 6, which is 12 tens, or 120. He rolls again and gets a 3 and a 2. He adds 50 to 120 to get 170. He decides to stop rolling, so he adds 170 to his Turn 2 score of 90. His score for Turn 3 is $90 + 170 = 260$.

Turn	Player 1 <i>Ray</i>	Player 2	Player 3	Player 4
1	90			
2	90			
3	260			

Variations

Roll to 500: For a shorter game, play to 500.

Roll to 100: For an easier game, use the sums of the actual dice rolls. The object of the game is to be the first to reach 100.

Roll and Multiply to 1,000: Roll 2 dice. One roll represents the number of tens. Multiply the number of tens by the other roll. For example, if you roll a 3 and a 4, multiply 30 by 4 to get 120.

Back to Zero: Play any of the versions above. A player who reaches or exceeds the goal continues to take turns, but subtracts the numbers rolled each time instead of adding them. The first player to get back to zero or less wins.

Roll to 1,000 Record Sheet



NAME _____

DATE _____

TIME _____

Write your score at the end of each turn. The first player to reach or pass 1,000 wins.

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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