

# **Rolling for 500**

## Grade Level: 3-5

Number of Players: 2-4

## Mathematical Understanding:

Students strengthen numerical fluency through practice with strategies used for addition and subtraction.

### Materials Needed:

- a die
- a gamepiece for each player
- gameboard

#### **Object of the Game:**

The first player to reach or cross the **Finish** wins the game.

#### **Directions:**

Each player places their marker on the **Start** square of the shared gameboard.

Player 1 rolls the die. Match the number rolled to the table on the gameboard to determine how many spaces to move forward or backward. Player 1 moves their marker.

Players take turns rolling the die and using the table to determine spaces moved.

The first player to reach or cross the **Finish** line wins the game.

Players cannot move below zero and wait at the start space for a positive roll.

Two players can be on the same space on the gameboard at the same time.

#### **Optional**:

When playing the estimation version, players can state out loud what their exact space would be and how close they are to the space they move onto to. Which space is the closest and why?



Guiding Questions:     What do you know?     Where do you think you will begin?     Where are you stuck? What is confusing? What are you wondering about?     What are you going to try?     What did you think about to come to your answer?     Differentiation:     Two versions of the game can be used for grades 3-5. Rolling for 500 gives practice with place value strategies to add and subtract numbers up to 500. Rolling for 500 estimation gives practice with place value strategies for addition and subtraction and also requires comparative reasoning in order to properly place the gameboard marker.     Game Trajectory:   Clean up Checklist for Game Bag:     Pre K-K: Counting along a number line to 20   Die     K-2: Addition and subtraction to get to 50   gamepiece markers     3-5: Rolling for 500 or Rolling for 500 estimation version   gamepiocards     5-6: Rolling for 5   Jie									
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5-6: Rolling for 5	<b>3-5:</b> Rolling for 500 or Rolling for 500 estimation version	gameboards							
	<b>5-6:</b> Rolling for 5								

# Rolling for 500

Roll	Spaces				
1	add 30				
2	subtract 20				
3	add 50				
4	subtract 60				
5	add 80				
6	add 10				

Start>	10	20	30	40	50	60	70	80	90	100	h
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<b>\$</b>	110	120	130	140	150	160	170	180	190	200	Ĵ
Ç	210	220	230	240	250	260	270	280	290	300	
Ļ	310	320	330	340	350	360	370	380	390	400	h
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<b>\$</b>	410	420	430	440	450	460	470	480	490	500	Finish

# Rolling for 500

Roll	Spaces				
1	add 30				
2	subtract 20				
3	add 50				
4	subtract 60				
5	add 80				
6	add 10				

Start →	13	18	33	38	49	62	74	80	91	103	Ŋ
Ç	111	123	136	145	150	168	172	181	199	205	
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Ļ	208	220	231	244	256	265	277	284	291	302	<b>ה</b>
<b>C</b>	310	319	335	342	358	369	372	385	392	400	
Ļ	413	420	434	446	450	454	467	472	488	500	Finish