

Rules for Trading Places

Start with one hundred. If you have two players, each one should have 1 hundreds block, 10 ten strips, 20 unit squares and two dice.

Each player rolls the dice and subtracts the number of squares from the 100 block, trading 10 ten strips for 1 hundreds block or 10 unit squares for 1 tens strip, as needed to subtract the sum of the dice from the last number, starting with 100. The players try to get to zero first. If there is only one player, that player can work against the kitchen timer, trying to beat the last best time for subtracting to zero. The parent or helper needs to check to make sure the players are correct in their subtractions.

A variation with just two dice is that the players take turns with the dice. If one player catches the other in a mistake, the mistaken player loses that turn. The parent or helper might choose to be the other player.

Extensions to this for the upper grades could be more dice and more hundreds blocks to start with.