

Nifty Fifty Game

Objective: recognizing fifty, addition facts, place value

Materials: place value board, place value grid, scissors, tape or labels, marker and 1 or 2 dice with 0 on the 6 side*

1. Two can play this game.
2. Each person has a mat. The mat is divided. The right side is for units (representing single digit numbers) and the left side is for rods (representing tens).
3. Cut out units and 10-unit rods from the place value grid to represent numbers.
4. One person rolls one die or 2 fixed* dice and uses the units/rods to represent that number on their mat.
5. Once the number ten has been reached, the person must trade the units for a rod.
6. The goal is to continue playing until one person reaches 50 without going over. Or start with 50 and subtract to 0.

Nifty Two-Fifty Game

Materials: place value board, place value grid, scissors, tape or labels, marker and 2 pair of fixed* dice, in 2 colors

1. This time the mat is divided into three areas. The right side is for units (representing single digit numbers), the middle is for rods (representing tens) and the left side is for squares (representing hundreds).
2. Cut out units, 10-unit rods and 100-unit squares from the place value grid to represent numbers.
3. One person rolls four dice, 1 pair tens and 1 pair units, and uses the units and rods to represent that number on their mat.
4. Once the next place value has been reached, the person must trade units for a rod or rods for a square.
5. The goal is to continue playing until one person reaches 250 without going over. Or start with 250 and subtract to 0.