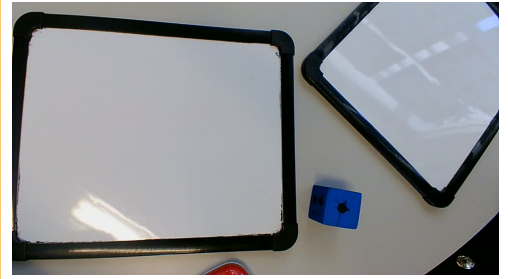


K-2

Jump to 100



Click on the link below to watch a short clip on how to play 'Jump to 100'.

<https://bcove.video/3Qkwzad>

1 Equipment



Dice



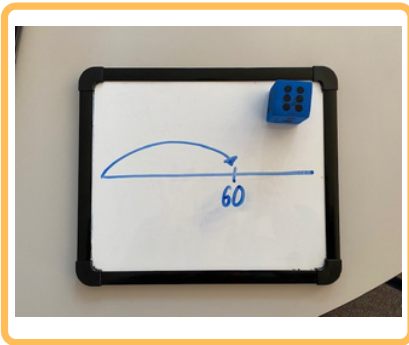
Whiteboard
or Paper



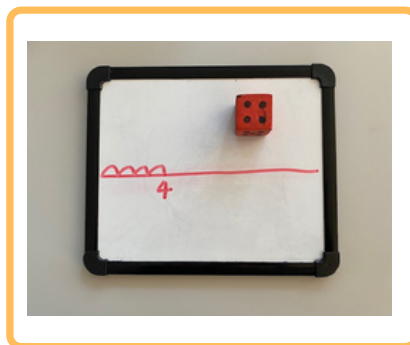
Marker or
Pencil

2 How to play:

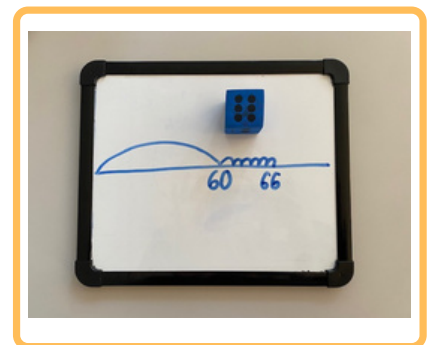
Each player will need to draw a blank horizontal line across their whiteboard (imagining it's a blank number line from 0-100). Each player will take turns rolling the dice and decide whether they would like to use their number rolled as tens or ones on their number line.



Player 1 rolls the dice. If they roll a 6, they can choose whether they would like to jump 6 tens (60) or 6 ones (6). Player 1 must place this on their number line.



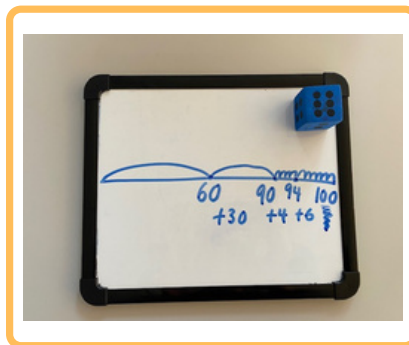
Player 2 will then roll the dice and do the same.



Keep taking turns rolling the dice and adding to your number line either using tens or ones.



The aim of the game is to be the first person to 100 without going over. If you are at 96 and roll a 5, you will have to miss a go.



The player that reaches 100 first is the winner!



Differentiation

- Jump to 20/50/300
- you choose!