



GAMES



HAMMER TO 100

Game for 2 players

Use base ten blocks in a pile: 1 hundred flat, 20 tens and 30 ones.

Each player takes turns tossing a 6-sided die and removing the number tossed from the pile.

Each time a player gets 10 ones, they are exchanged for 1 ten.

The first player to get exactly 10 tens on a toss exchanges it for the 100 flat and is the winner.



GAMES



HAMMER TO 100

Standard: Use place value understanding and properties of operations to add and subtract.

Materials: Base Ten Blocks - Hundreds, Tens and Ones
Six sided dice

Modify: Decrease Difficulty - Hammer to 20 or 50
Increase Difficulty - Use 10 sided dice