Numeracy Gr 3 Oct 26 Odd to A Hundred

FLUENCY

Materials Needed:

•	a deck of cards and a pair of dice

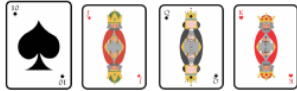Task Instructions:

ODD TO A HUNDRED

Objective: To compare numbers up to 100, to add within 20 [1.NBT.B.3] [1.OA.C.6].

Materials: 2 six-sided dice, standard deck of cards

Players: 2 to 6 players

Rules:

1. The objective of the game is to compare numbers up to 100 and add numbers within 20.
2. Ace cards stand for 1. The 10s together with face cards (Jack, Queen and King) are removed.
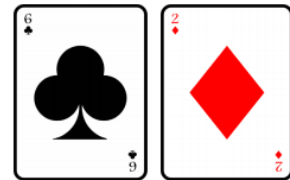3. In a round, each player takes two cards and makes a two-digit number between 11-99. It is recommended to **create the highest number possible.**
4. The players first show the number by laying the cards down on the table. Their numbers must be said out loud.
5. Players take turns in rolling the dice to determine who wins 10 points (or 5 points) for the round. **Two dice are rolled** and then results are **added together.** The sum must be checked if it satisfies a given condition. Here are the conditions:
   • 3, 5, 7, 9, 11 (odd) – the highest number wins 10 points
   • 2, 4, 6, 8, 10, 12 (even) – the lowest number wins 5 points
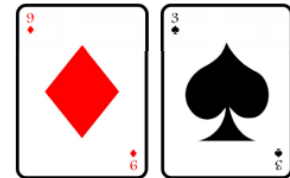6. The first player to reach 100 points wins the game.
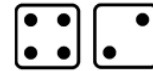
ODD TO A HUNDRED

Example:

Player 1: Has a **6** and a **2**. **62** is the player chose to form.

Player 2: Has a **9** and a **3**. **39** is the number the player chose.

A **4** and a **2** are rolled. **4+2=6**, which is **even.**

Player 2 has the lower number so he gets **5 points** for this round.

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