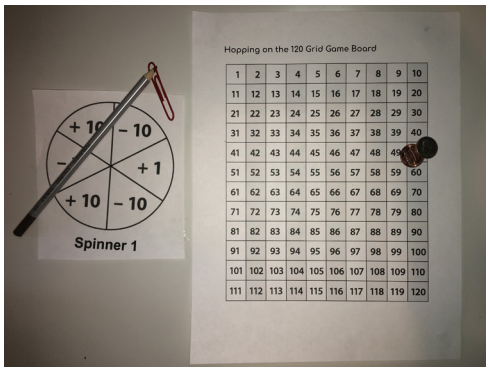
Hopping on the 120 Grid

Object of the Game

Start at 50 on the game board. For each round, players spin a spinner and move their game marker that many spaces. After 5 rounds, the player on the greater number wins the game!

Materials

- 2 game markers
  Use 2 different coins, buttons, or other small objects.
- 1 spinner
  Print the Spinners or make your own.
- Pencil and paper clip or safety pin for spinner
- 1 Hopping on the 120 Grid Game Board
  Print the Hopping on the 120 Grid Game Board, make your own, or use the suggestion below to keep track of each player's number. You can also find interactive number charts (www.google.com/search?q=interactive+number+chart+online) online that could be used to play the game.



Option for playing without a printed record sheet: Each player can keep track of their current number by writing it down on a sheet of paper. For reference, keep the 120 grid visible on a computer or mobile device as you play.

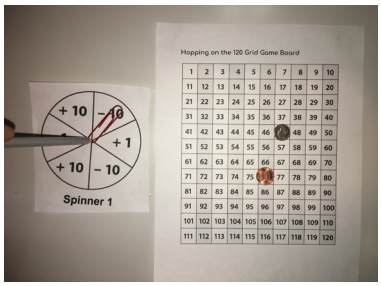
Skills

This game helps us practice

- Counting on 1 and counting back 1 from 2-digit numbers
- Adding 10 and subtracting 10 from 2-digit numbers
- Comparing 2-digit numbers

How to Play

1. Players start by placing their game markers on the number grid at 50.
2. Players take turns spinning Spinner 1 and moving their game marker according to the results.
    - » After each turn, players say the equation that matches their move (e.g., 86 – 10 = 76).



Raven's game marker is on 76 and she spun –10. To move her game marker, she can count back 10 boxes from 76 to 66, jump 10 boxes at once by moving her game marker up 1 row, or solve 76 – 10 and move her game marker to 66.

3. After each player has 5 turns, players compare their numbers. The player on the greater number wins.
    - » Consider making tally marks to keep track of the turns while you play.
    - » Play another round and use some of the game variations listed in Change It Up.
4. Have fun!

Tips for Families

Before you play:

- Talk about the numbers on the game board. Make sure your child understands that there are 10 numbers in each row, and that the end of each row continues with the beginning of the next row.
- Practice counting forward and backward by 1s on the 120 grid starting at different numbers. For example, start on 34 and ask your child to count forward a few numbers. Ask them to stop. Choose a new number and have them count backwards.
- Practice counting forward by 10s on the 120 grid. For example, point to 46 and move down the column as you count 56, 66, 77, and so on. Then practice counting backward by 10 on the 120 grid.
  Note: Forward and backward counting by 1s and 10s helps develop a good sense of numbers and the number relationships.

As you play:

- Ask questions.
  - » Discuss ways to move the game marker when the spinner lands on +10 or −10. Encourage strategies that involve jumping by 10 (e.g., 46 to 56) rather than counting each of the 10 boxes (e.g., 46, 47, 48, ….56).
  - » Say the equation that matches each player's move (e.g., 46 + 10 = 56).

After the game:

- Ask questions:
  - » Compare the last 2 numbers the players land on. Use the terms greater than and less than. (e.g., 56 is less than 72).

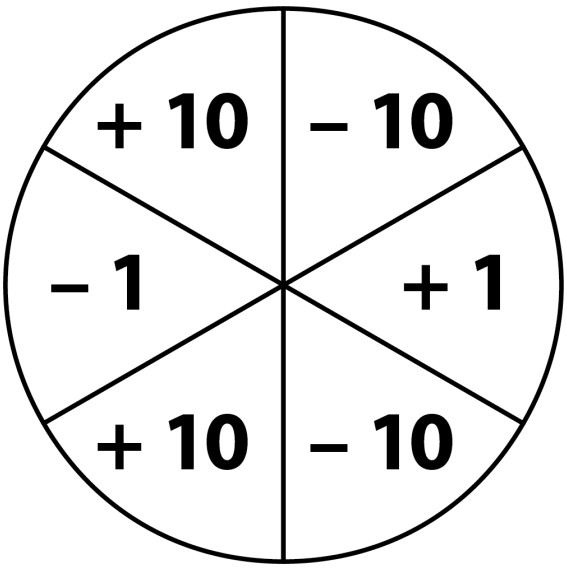
Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below. How did it change your strategy for winning the game?

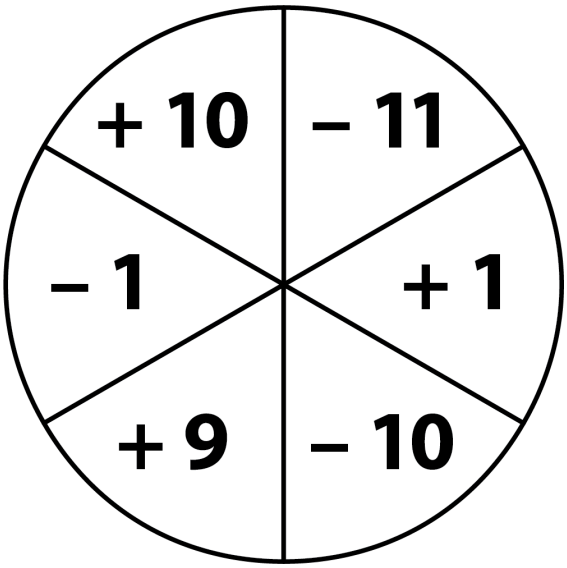
- Play a different number of rounds before deciding the winner. Try 3 rounds, 7 rounds, or 10 rounds.
- Start with the game markers on a number other than 50 such 45 or 63.
- Pick a target number, such as 70, at the beginning of the game. The player closest to the target number at the end of the game wins.
- If your child can add and subtract 10 from 2-digit numbers with ease, play the game using Spinner 2 or Spinner 3.
  - » Spinner 2 challenges players to add 9 and subtract 11.
  - » Spinner 3 challenges players to add 9 and 11, and to subtract 9 and 11.
    Note: These spinners challenge your child to think about adding and subtraction 1 more and 1 less than 10. If 46 + 10 is 56, then 46 + 11 is 57 because 11 is 1 more than 10, and 46 + 9 is 55 because 9 is 1 less than 10.
- *Keep a cumulative score. Each player writes down the number they are on at the end of each game. At the end of 3 games, players add the 3 numbers together. The greater total after 3 games wins. Work with your first grader to add the numbers together. Some first graders might be up for the challenge. Others would enjoy using a calculator.*
- *Flip a coin at the end of the game. If it lands on heads, the player with the greater number at the end of the game wins. If it lands on tails, the player with the smaller number at the end of the game wins.*
- *Try playing without a game board. Write an equation to record the result of each spin.*

Player 1	Player 2
50 − 1 = 49	50 + 10 = 60
49 + 10 = 59	60 − 1 = 59
59 + 1 = 60	59 + 10 = 69
60 − 1 = 59	69 − 1 = 68
59 + 10 = 69	68 − 10 = 58

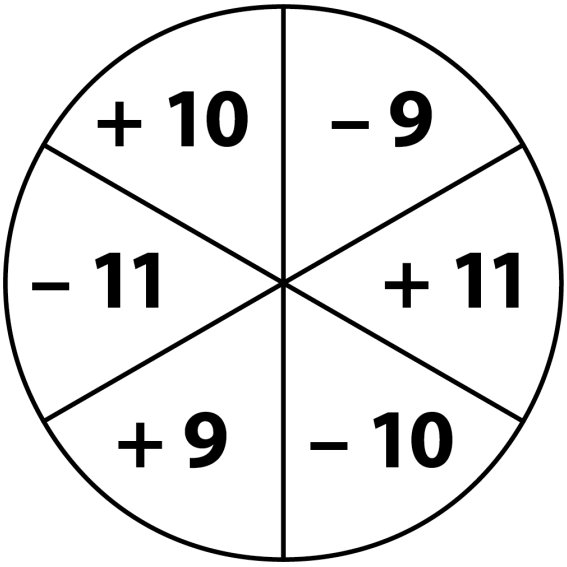
Hopping on the 120 Grid Spinners



Spinner 1



Spinner 2



Spinner 3

Hopping on the 120 Grid Game Board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	79	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120