

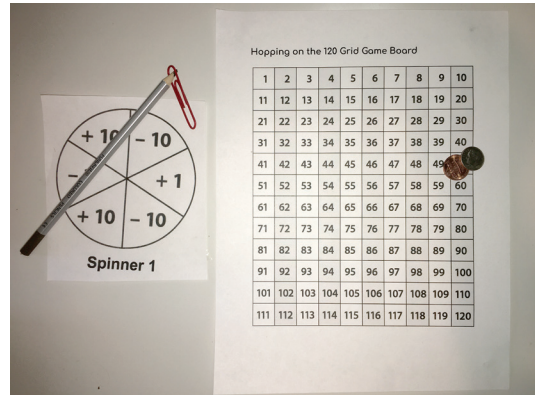
Hopping on the 120 Grid

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 two different coins, buttons, or other small objects.
- Spinner 1
Print the spinner or make your own. See the Change It Up section for ways to use Spinners 2 and 3.
- Pencil and paper clip or safety pin for spinner
- 1 Hopping on the 120 Grid Game Board
Print the game board or use the suggestion below to keep track of each player's number without a game board. You can also find interactive online number charts (www.google.com/search?q=interactive+number+chart+online) that can be used to play the game.



Option for playing without a printed game board:

Record the result of each spin by writing an equation on paper. To help add and subtract, keep the 120 grid visible on a computer or mobile device as you play. (See the final game option at the end of these instructions to see a sample record sheet using equations.)

Skills

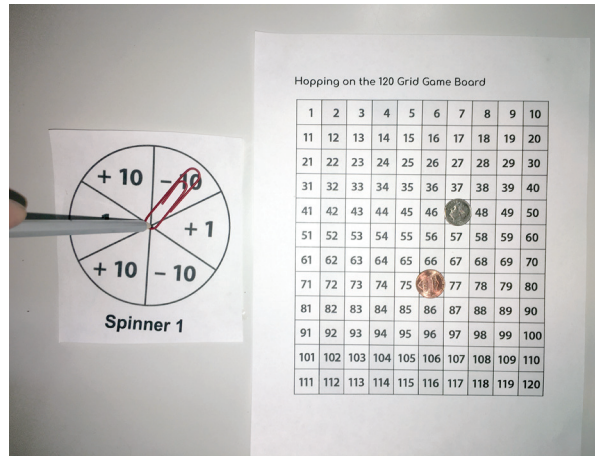
This game helps us practice:

- 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 game board at 50.
2. Players take turns spinning the spinner and moving their game marker according to the results.

- » As part of each turn, players say the equation that matches their move.
(For example: $86 - 10 = 76$.)



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 one 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. Use some of the game variations listed in Change It Up.
4. Have fun!

Tips for Families

Before the game:

- Talk about the numbers on the game board. Make sure your student 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, including moving from one row to the next. For example, start on 38 and ask your student to count forward a few numbers. Then start on 62 and ask them to count backwards a few numbers.
- Practice counting forward by 10s on the 120 grid. For example, point to 46 and move down the column as you count 56, 66, 76, and so on. Then practice counting backward by 10s on the 120 grid.

Note: Counting forward and backward by 1s and 10s helps develop a good sense of numbers and number relationships.

During the game:

- Discuss ways to move the game marker when the spinner lands on +10 or -10. Encourage strategies that involve jumping by 10 rather than counting each of the 10 boxes. (For example, encourage players to jump directly from 46 to 56 rather than jumping to each of the 10 boxes from 46 to 56.)
- Say the equation that matches each player's move. (For example, $46 + 10 = 56$.)

At the end of the game:

- Compare the last two numbers the players land on. Use the terms *greater than* and *less than*. (For example, 56 is less than 72.)

Change It Up

1. 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?
2. Play a different number of rounds before deciding the winner. Try 3 rounds, 7 rounds, or 10 rounds.
3. Start with the game markers on a number other than 50 such as 45 or 63.
4. 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.
5. If your student 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 student 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.

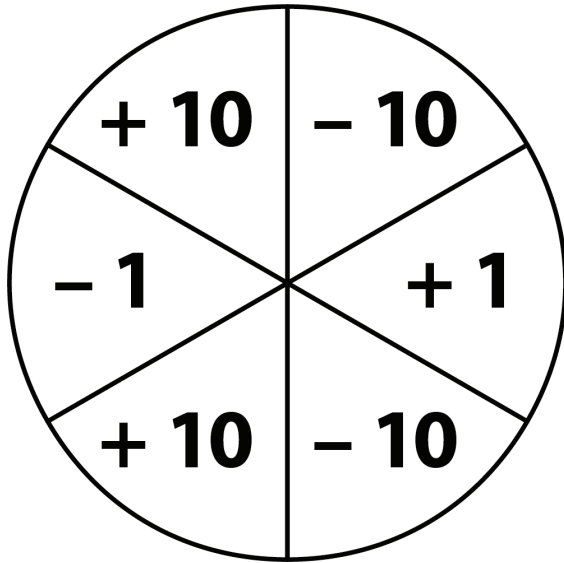
- Keep a cumulative score. Each player writes down the number they are on at the end of each game. At the end of 3 games, players add the 3 numbers together. The greater total after 3 games wins. Work with your first grader to add the numbers together. Some first graders might be up for the challenge. 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.

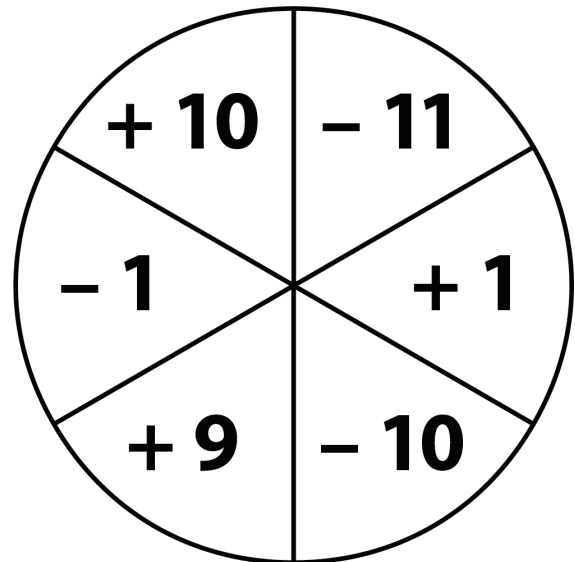
<u>Player 1</u>	<u>Player 2</u>
$50 - 1 = 49$	$50 + 10 = 60$
$49 + 10 = 59$	$60 - 1 = 59$
$59 + 1 = 60$	$59 + 10 = 69$
$60 - 1 = 59$	$69 - 1 = 68$
$59 + 10 = 69$	$68 - 10 = 58$

- Write an equation to record the result of each spin.

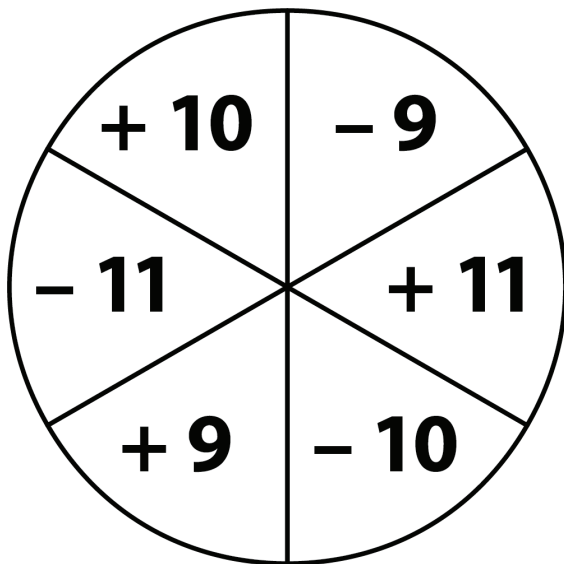
Hopping on the 120 Grid Spinners



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