

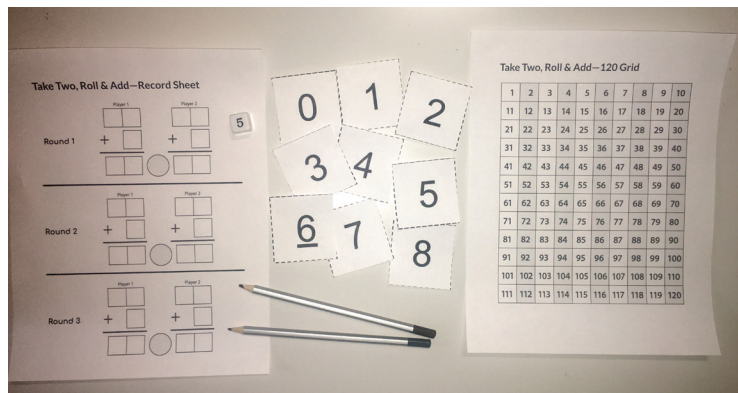
# Take Two, Roll & Add

## Object of the Game

Each player takes two number cards to make a 2-digit number, rolls a die to make a 1-digit number, and then adds their numbers. The player with the greater sum wins the round. The player who wins more rounds is the winner of the game.

## Materials

- 1 set of Number Cards (one each of cards 0–8)  
*Print the cards, make your own, or use a deck of standard playing cards. (If using playing cards, use the joker for 0, the ace for 1, and the cards 2–8.)*
- 1 die  
*Use a 1–6 numbered or dotted die or a digital die.*
- 1 Take Two, Roll & Add Record Sheet  
*Print the record sheet or make your own using paper and pencil.*
- pencils or pens
- 120 Number Grid (optional)  
*Print the number grid or find an interactive number chart online ([www.google.com/search?q=interactive+number+chart+online](http://www.google.com/search?q=interactive+number+chart+online)).  
A 120 number grid is a tool players might use to add 2-digit and 1-digit numbers.*



## Skills

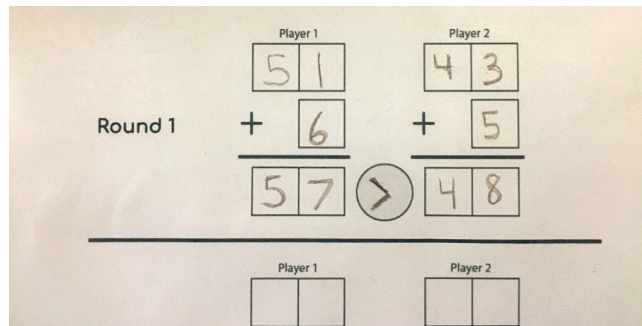
This game helps us practice:

- Adding a 2-digit number and a 1-digit number
- Working with the place value (tens and ones) of 2-digit and 1-digit numbers
- Comparing 2-digit numbers using the greater than (>), less than (<), and equal (=) symbols

## How to Play

- Get ready to play.
  - Mix up the number cards and set them in a stack face-down.
  - Decide who will go first.
- Player 1 turns over two cards, uses the cards to make a 2-digit number, and writes the number in the top boxes on the record sheet. It's okay to change the order of the number cards.
- Then, Player 1 rolls the die and writes the 1-digit number in the center box on the record sheet.
- Player 1 finds the sum of their numbers and writes it on the record sheet.
  - Players may use a 120 grid to help them add numbers. They can also use a number line or other strategy.
- Player 2 takes a turn, turning over cards and recording a 2-digit number, rolling the die and recording a 1-digit number, and adding their numbers.
- After each player has had a turn, they compare their sums and write  $>$ ,  $<$ , or  $=$  in the circle between their sums. The player with the greater number wins the round. If the numbers are equal, both players win the round.

**> Greater than   < Less than   = Equal to**



**Player 2** Good job! 57 is greater than 48, so you win this round.

- Remix all number cards and place them in a stack face-down to start the next round.
- Play continues for three rounds. The player who wins more rounds is the winner of the game.
- Have fun!

## Tips for Families

Before the game:

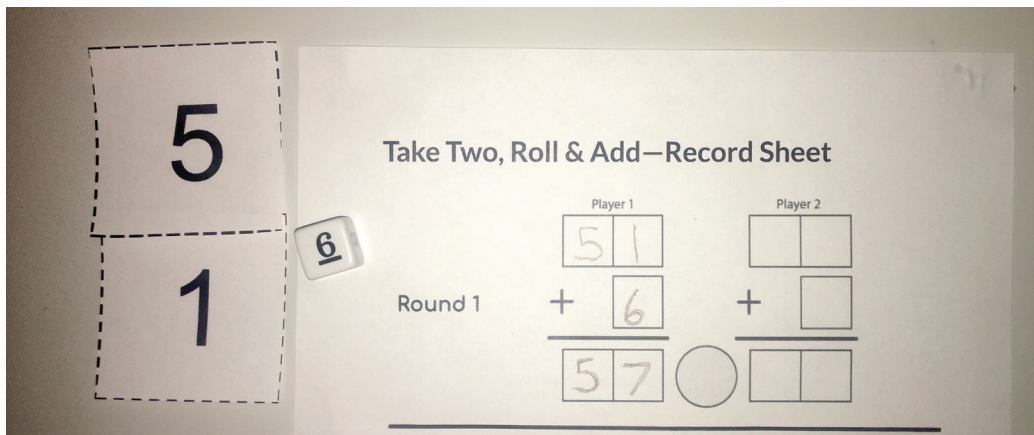
- Practice adding a few 2-digit and 1-digit numbers ( $62 + 4$ ;  $39 + 5$ ;  $74 + 7$ ).
- Decide whether to use a 120 grid while playing.
  - » Some players will find the 120 grid to be a helpful tool when adding a 2-digit and a 1-digit number. It can be especially helpful adding numbers with 10 or more ones, such as  $36 + 4$  or  $65 + 6$ . Other players will have developed their own strategies for these problems.

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	78	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

Example of adding  $65 + 6$  on a 120 grid. The player would start on 65, then make 6 jumps to 71.

During the game:

- Say the equation that matches each player's move.
- Encourage players to think strategically when making 2-digit numbers. Remember, it's okay to change the order of the number cards to make a greater 2-digit number. For example, with the number cards 3 and 8, a player could make the number 38 or 83.



**Mom:** Your cards are 1 and 5. What 2-digit number do you want to make?

**Riley:** 51, because 51 is bigger than 15.

**Mom:** Good idea! You rolled a 6, too. How can you find the total of  $51 + 6$ ?

**Riley:** I know that 1 and 6 is 7, so I think it's probably 57. Let me check with the 120 grid. I'll start at 51 and count 6 more spaces: 52, 53, 54, 55, 56, 57. It's 57! I'm sure of it!

At the end of the game:

- Use the terms *greater than*, *less than*, or *equal to* to compare the players' sums.

## 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?

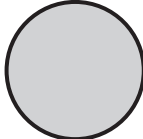
- Set a target number, such as 40 or 60, at the beginning of the round. The player with the sum closest to the target number wins the round. Use a different target number for each round.
- Instead of using two number cards and rolling a die, players take three number cards at once. In this version, you don't need a die at all!
  - » Players make their 2-digit number and 1-digit number at the same time (using three number cards).
  - » Think carefully about how you can use the three number cards to make the greatest sum!
- Make a 2-digit number and subtract the 1-digit number instead of adding. Be sure to change the symbol in your equation from plus (+) to minus (-).
- Flip a coin at the beginning of each round. If it lands on heads, the player with the greater sum wins the round. If it lands on tails, the player with the smaller sum wins the round.
- Play more than three rounds before deciding on a winner.



<b>0</b>	<b>1</b>	<b>2</b>
<b>3</b>	<b>4</b>	<b>5</b>
<b>6</b> <b>—</b>	<b>7</b>	<b>8</b>

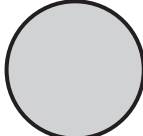
# Take Two, Roll & Add Record Sheet

**Round 1**

	Player 1		Player 2					
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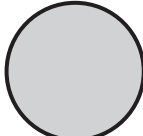
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**Round 2**

	Player 1		Player 2					
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**Round 3**

	Player 1		Player 2					
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# Take Two, Roll & Add 120 Number Grid

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	78	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