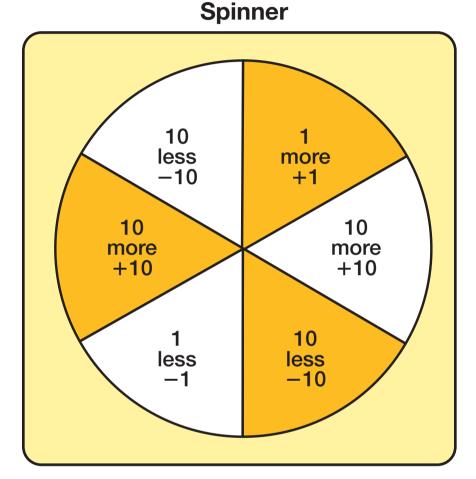
Moving on the 100 Chart Game

This is a game for two players.

The goal is to get the closest to 100.

Materials

- spinner
- clear spinner or paper clip and pencil
- game markers
- 100 Chart
- Recording Sheet



Directions

- **1.** Each player places a marker on the number 45 on the *100 Chart*. Use the rules below and take turns.
- 2. Spin. Move your marker on the *100 Chart* to the space that matches your spin.
- 3. Say a number sentence that describes your move. Then write it on your recording sheet. Example: Start at 45. Spin 10 less. 45 10 = 35.
- **4.** The player who reaches the largest number after 7 spins wins.

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100 Chart

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

Moving on the 100 Chart Recording Sheet 1

Player 1 _____ Player 2 _____

Start with 45.

Start with 45.

Spin (+1, -1, +10, -10)	Number Sentence	Spin (+1, -1 +10, -1

Spin (+1, -1, +10, -10)	Number Sentence

Number after 7 Spins: _____ Number after 7 Spins: _____

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Player 1 _____ Player 2 _____

Start with 45.

Start with 45.

Spin (+1, -1, +10, -10)	Number Sentence	Spin (+1, -1, +10, -10)	Number Sentence

Number after 7 Spins: _____ Number after 7 Spins: _____