Close to 100 Instructions

Equipment
Paper or template
1—6 dice

Activity
Each player rules up a column for 'tens' and an column for 'ones'. The aim of the game is to get a total as close to 100 as possible. The student tosses a dice and decides whether the number will be put in the ones or the tens place.

e.g. If a four is rolled, it could be either 40 or 4. The dice is rolled a total of seven times. All seven numbers must be used. The total of all the numbers may exceed 100, but the students will need to decide which player has got closer to 100.

Can encourage players to keep a cumulative score down the side of the game board to assist with decisions.

Tens	Ones

Tens	Ones