RACE TO 100 GAMES

Place value dice games for 1st and 2nd grade


My name _____

Write each roll. Add it on.

Race to 100: place value games

RACE

1 I rolled _____ I had _____

2 I rolled _____ I had _____

3 I rolled _____ I had _____

4 I rolled _____ I had _____

5 I rolled _____ I had _____

6 I rolled _____ I had _____

7 I rolled _____ I had _____

8 I rolled _____ I had _____

9 I rolled _____ I had _____

10 I rolled _____ I had _____

11 I rolled _____ I ha

12 I rolled _____ I ha

13 I rolled _____ I

14 I rolled _____ I

My name _____

Roll two dice. Add. Color the squares.

Race to 100: place value games

RACE TO 100

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 FINISH

I got to 100 in _____ rolls.

Race to 100 - Race to 100 - add board

ADD TO 100



Bright Path Sped

Terms of Use

Please read before you print your first page.

One classroom license

- This file is for one classroom: one teacher, one group of students.
- Please do not share it, post it online, or sell it.
- Extra licenses for a team or a school are available on the product page.

This is a fillable PDF

- Open it in a PDF reader (Adobe Acrobat Reader, Preview, or your browser), click into a line or a box, type, and Save As.
- The writing lines on the recording sheets, the place value mats, the reflection sheet, the roll-up and the family note are type-in fields. The game boards and cut pages are print pages. You can also print any page and write by hand.
- It works offline. No account, no subscription, no internet connection needed after you download it.

Print at 100 percent

Turn off fit to page and shrink to fit so the cut pieces keep their size. Cut pages work best on copy paper or light cardstock. The game boards read in black and white too: every square has its number.

Need help?

If a field will not behave or a page will not print the way you expect, use Ask a Question on the product page before leaving a review. Every question is read, and a fix to the file ships as a free update.

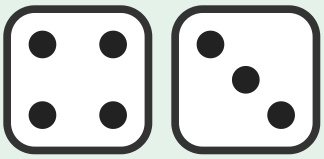
© Bright Path Sped. For single-classroom use by the original purchaser.

PREVIEW

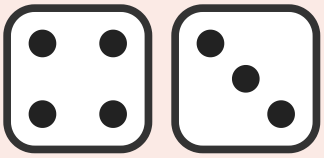
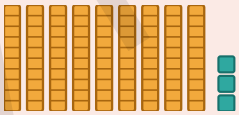
How to Play

Two ways to race. Play one, then try the other. Read it aloud together; the pictures tell the steps.

Race to 100: add

1. 
   Roll two dice.
2. 4 + 3 = 7
   Add them.
3. 
   Add that many to your number.
4. 100
   Get to 100 first!

Race from 100 to 0: take away

1. 
   Roll two dice.
2. 4 + 3 = 7
   Add them.
3. 
   Take that many away. Trade a ten if you need to.
4. 0
   Get to 0 first!

Play your way

- Alone: beat your own number of rolls.
- With a partner: take turns on the two-player sheet.
- With a small group: each child keeps their own board.

Our rule for the end

Do we stop on exactly 100, or is passing 100 a win? Decide together, then write it here.

Notes on your day

PREVIEW

Preview - Bright Path Sped

My name _____

Roll two dice. Add. Color the squares.

Race to 100: place value games

RACE TO 100

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 FINISH

PREVIEW

I got to 100 in _____ rolls.

Preview - Bright Path Shed

My name _____

Roll two dice. Take away. Cross out squares.

Race to 100: place value games

RACE DOWN FROM 100

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 START

PREVIEW

0 is the finish.

I got to 0 in _____ rolls.

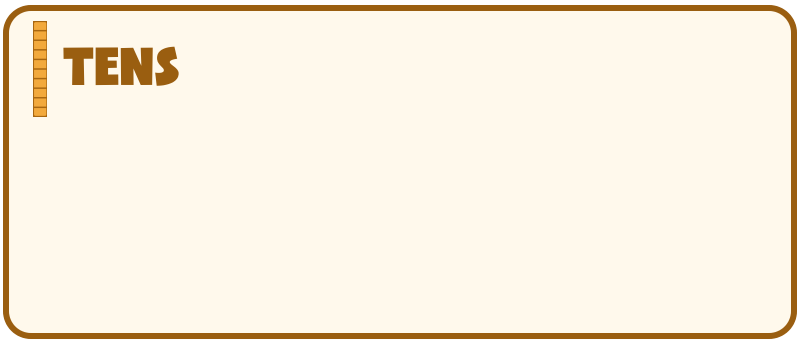
Preview - Bright Path Sped

My name _____

Add. Trade 10 ones for 1 ten.

Race to 100: place value games

I had





Tens _____ Ones _____ Number _____

I rolled (ones)





Tens _____ Ones _____ Number _____

Now I have





Tens _____ Ones _____ Number _____

Did I trade 10 ones for 1 ten? ☐ yes ☐ no

PREVIEW

Preview - Bright Path Sped

My name _____

Start on 100. Write each roll. Take it away.

Race to 100: place value games

RACE DOWN FROM 100

1	I rolled	_____	I had	100	Now I have	_____
2	I rolled	_____	I had	_____	Now I have	_____
3	I rolled	_____	I had	_____	Now I have	_____
4	I rolled	_____	I had	_____	Now I have	_____
5	I rolled	_____	I had	_____	Now I have	_____
6	I rolled	_____	I had	_____	Now I have	_____
7	I rolled	_____	I had	_____	Now I have	_____
8	I rolled	_____	I had	_____	Now I have	_____
9	I rolled	_____	I had	_____	Now I have	_____
10	I rolled	_____	I had	_____	Now I have	_____
11	I rolled	_____	I had	_____	Now I have	_____
12	I rolled	_____	I had	_____	Now I have	_____
13	I rolled	_____	I had	_____	Now I have	_____
14	I rolled	_____	I had	_____	Now I have	_____

PREVIEW

Preview - Bright Path Shed

My name _____

Think about your race. Fill in the blanks.

Race to 100: place value games

I got to _____ in _____ rolls.

My best roll was _____ .

A trade I made: _____

Draw my last number with tens and ones.

PREVIEW

It is _____ tens and _____ ones.

This game felt:



easy ☐



just right ☐



tricky ☐

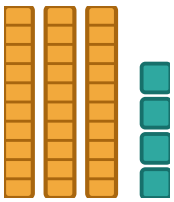
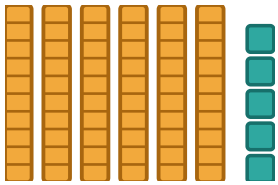
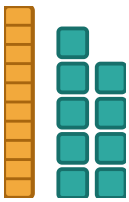
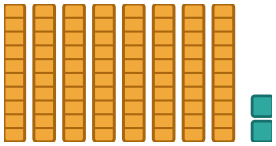
tens ones total add take away trade more less

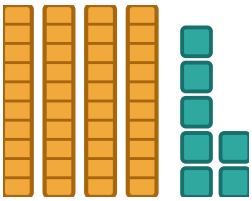
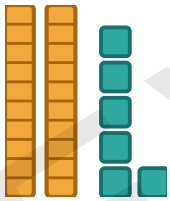
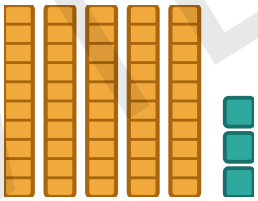
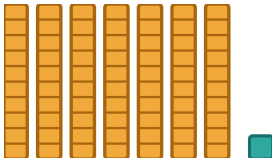
Preview - Bright Path Sped

My name _____

Cut the numbers. Glue each one under its blocks.

Race to 100: place value games

47	82	26	71
34	19	65	53

PREVIEW

Key: Cut and Paste Pages

Keep this page for yourself. The game boards, mats, recording sheets and reflection sheet have no single right answer: each child's rolls are their own. Cut pages are 15 and 16.

Blocks to numbers (page 15)

Number	Blocks to glue under it
23	2 tens, 3 ones
41	4 tens, 1 ones
56	5 tens, 6 ones
38	3 tens, 8 ones
67	6 tens, 7 ones
72	7 tens, 2 ones
15	1 tens, 5 ones
84	8 tens, 4 ones

Numbers to blocks (page 16)

Box	Number	Blocks
1	34	3 tens, 4 ones
2	65	6 tens, 5 ones
3	19	1 tens, 9 ones
4	82	8 tens, 2 ones
5	47	4 tens, 7 ones
6	26	2 tens, 6 ones
7	53	5 tens, 3 ones
8	71	7 tens, 1 ones

Ask the child

- How many tens do you see? How many ones?
- Which number is bigger, 41 or 38? How do you know?
- What would you add to 67 to get to 100?

What I noticed (my notes)

PREVIEW

Preview · Bright Path Sped

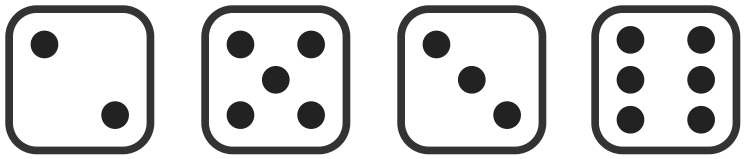
A Note Home: Race to 100

One page to send home when you start the games.

Date _____ Class _____ Teacher _____

Dear families,

This week we are playing Race to 100. Children roll two dice, add the numbers, and move toward 100 on a hundreds chart. They also show their number with tens and ones, and race back down from 100.



This week we are practicing

_____

_____

_____

You can try this at home

Roll two dice, add them, and keep a running total on paper. Ask: "How many tens? How many ones? How far from 100?" Let your child do the talking and the counting.

_____

A note from me (your words)

_____

_____

_____

_____

Thank you, (teacher) _____ Family signature, if your school asks for one _____

PREVIEW