

## Count Down to Zero

**Materials:** Count Down to Zero Game sheet for each player, One die

**Directions:** Each player will start with 1000. And the object of the game is to get as close to zero as possible at the end of 7 rounds. For each round players roll a die and say the number on the die. Each player should record the number in the “roll” column in the appropriate row. They have the choice of using each roll as a number of hundreds, tens or ones.

**For ex.** I roll a “4”. I can have the 4 stand for 4 hundreds, 4 tens or 4 ones. If I make 4 hundreds, I will have 600 left over. If I make it 4 tens, I will have 960 left over. If I make it 4 ones, I will have 996 left over.

Once you make a decision about how to use a roll I cannot be changed.

Sample Game Card:

Round	Roll	Number
		1000
1	4 hundreds	600
2	5 tens	550
3	2 hundreds	350
4	3 hundreds	50
5	1 ten	40
6	5 ones	35
7	2 tens	15

## Count Down to Zero Game Card

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Round	Roll	Number
		1,000
1		
2		
3		
4		
5		
6		
7		

When the game is over, talk with your partner about what strategy you used to count down to zero. Did you use bigger numbers first or last? Why?