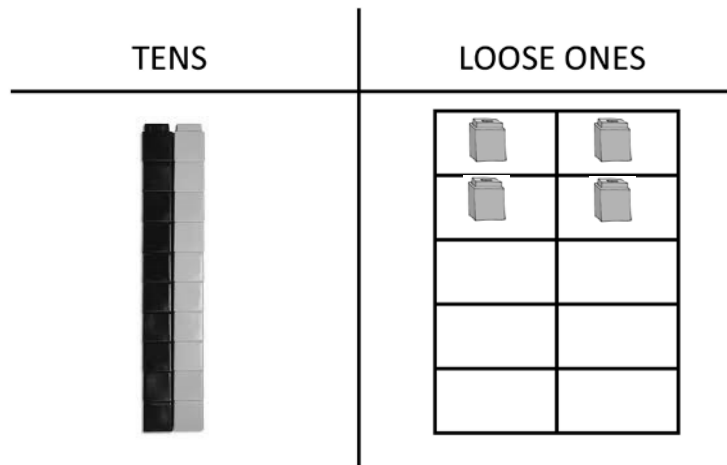# Race to 100

Materials: unifix cubes, place value board (ones and tens), 1-6 die

To Play: Players take turns rolling the cube and placing that many cubes on the place value board in the "ones" place. When the player can fill a ten frame, he/she makes a "10 stick" and moves it to the "tens" place.

After the new number is built, the player tells what the new number is; telling how many tens and how many loose ones.

The game is over when the first person reaches exactly 100.

Variations: Race to Zero This game is played exactly the same way except the players start with 100 (10 ten sticks) and as the number cube is rolled, the player takes away that many cubes until one person reaches zero.

Ex. I have 2 tens and 4 loose ones. I have 24.