

Aiming High

You need: 1–3 classmates, a dice, a copy of the game board copymaster for each player

GAME

The aim of this game is to get a total as close as possible to 1 000.

Each player must have 10 turns.

Play your games on your photocopy of the board below.

Throw	Hundreds	Tens	Ones
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
Total			

How to play:

- When it's your turn, roll the dice and then record the number in either the hundreds, tens, or ones column. For example, if you throw a 2, it could be 200, 20, or 2 depending on which column you put it in.
- Put zero placeholders in the tens and ones columns where necessary. For example:

Throw	Hundreds	Tens	Ones
1	6	0	0
2		5	0
3			1

- You cannot change a number once it has been recorded.
- You must enter a number for each of your turns.
- After 10 turns, add up your numbers.
You win if your total score is the closest to 1 000.
The score can be less than or greater than 1 000.

**600 + 50 + 1.
That's 651 so far.**



ACTIVITY ONE

- Play the game a few times and then discuss with the other players the strategies you used to keep “running totals” in your head.
 - Now try to work out a way to improve your chances of winning.
- Play some more games, improving your strategy as you go.

ACTIVITY TWO

- Tama's score after 10 throws is 978. Leila's score is 1 021. Who wins the game? Explain why.
- Josh's score after 10 throws is 1 012. Mere's score after 9 throws is 986, and she has 1 throw left. What are her chances of winning the game?
- Change the rules of the game so that:
 - the target is 500
 - you can either add or subtract the dice number.The rest of the rules stay the same.
 - What strategy might you use to win the game now?
 - Is it possible for players to get exactly 500 in this game?

