

➤ Notes for parents. Activity next page.

The purpose of the activity is to help your child to:

- Add numbers that are multiples of ten, like 30, 60 and 80
- Use place value with hundreds, tens and ones.

Here is what to do:

Set up the game. You only need two markers, such bottle tops or coins, to act as the counters. Then you are ready to play!

Adding multiples of ten can be tricky when your child needs to add over a century. For example, if their score is 180 and they move their counter to 70 they will need to go through 200. A nice way to support them is to ask questions like:

“How many more do you need to get to 200?” (Answer: 20)

“How many of the 70 will be left?” (Answer: 50)

“So if you add on that 50 what will your score be?” (Answer: 250)

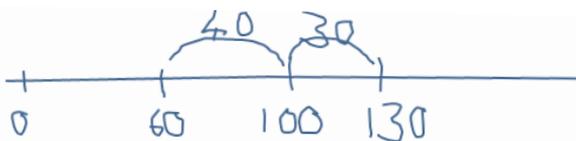
The game has strategy so you and your child will need to think ahead. Getting 500 exactly takes some planning. It pays to start planning moves ahead when you reach about 250. As you can only move along lines you cannot move to any number you like.

Suppose your score is 340 and your counter is on 80. You will need to plan a path that gets exactly 160 to win (that’s $500 - 340$). Travelling to 30, then 50, then 60, then 20 would do it!

Points to note:

If your child gets stuck you may like to support them with materials like play money. You can easily cut up bits of paper and make them into pretend \$10 notes. You might also have some \$100 notes in the imaginary bank.

Recording on an empty number line might also help. Here is an example:



Play with a partner. Each player needs one counter. A bottle top will do. First each player chooses a number to place their counter on. Take turns to move your counter to another number but only along the lines. Add the new number to your total. In the next move **you cannot go back** to where you came from. You must go to a different number. The first player to make exactly 500 is the winner. Go over 500 and you lose the game.

