

➤ Notes for parents. Activity next page.**The purpose of the activity is to help your child to:**

- Add multiples of 100, like $600 + 500$
- Use place value with hundreds and thousands.

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 100 is tricky when your child needs to add over a thousand. For example, if their score is 2700 and they move their counter to 800 they will need to go through 3000. A nice way to support them is to ask questions like:

“How many more do you need to get to 3000?” (Answer: 300)

“How many of the 800 will be left?” (Answer: 500)

“So if you add on that 500 what will your score be?” (Answer: 3500)

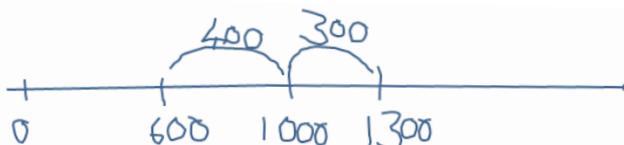
The game has strategy so you and your child will need to think ahead. Getting 5000 exactly takes some planning. It pays to start planning moves ahead when you reach about 2500. As you can only move along lines you cannot move to any number you like.

Suppose your score is 3400 and your counter is on 800. You will need to plan a path that gets exactly 1600 to win (that's $5000 - 3400$). Travelling to 200 then 900 then 500 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 \$100 notes. You might also have some \$1000 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 5000 is the winner. Go over 5000 and you lose the game.

