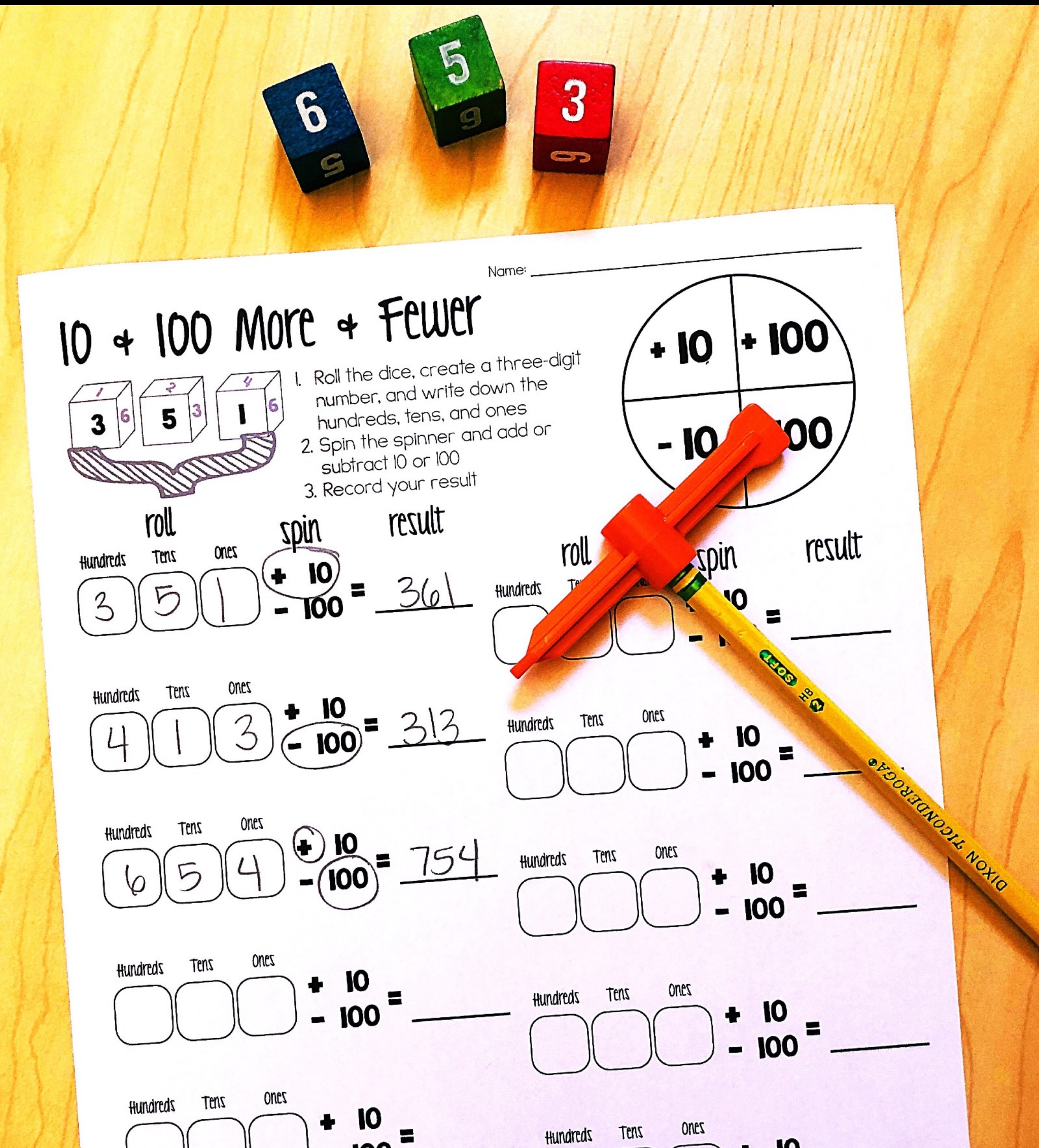
Roll & Spin Math Games



Specific materials are on each direction page. All of these activities require dice and / or a student made spinner.

Dice: Create dice with various numbers 0-9 on them in addition to traditional dice number 1-6. This way, students can make numbers with 0, 7, 8, and 9 in them.

Spinner: Students can make their own spinners using a paperclip and pencil. Place the pencil and paperclip in the center of the circle and spin!

All of these activities can be used at **any time of the year**. The BUMP game is seasonal, but includes pages for each season.

Also, here is a link to the Classroom Spinner that you see in many of the photos.

Teacher Notes

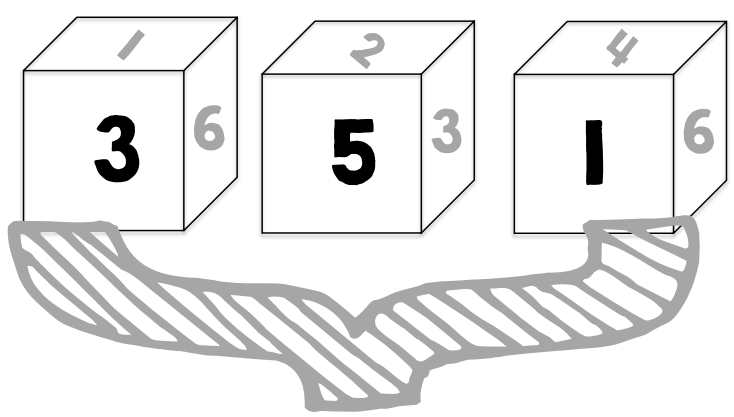
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10 & 100 More & Fewer

Materials

* Three Dice numbered 1-6 or three dice with various single-digit numbers (0-9)



Hundreds Tens Ones

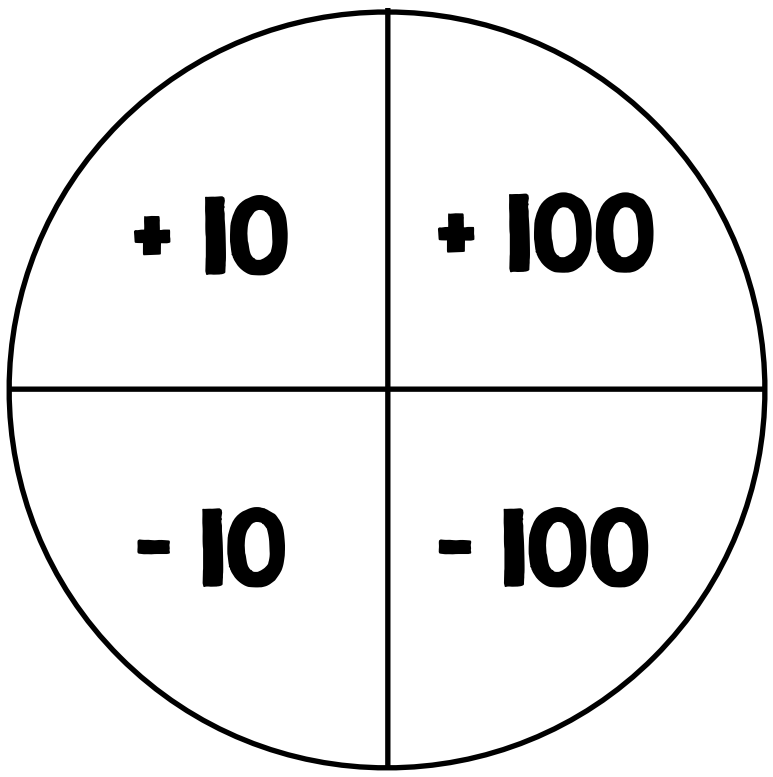
Directions

Roll the dice, create a three-digit number, and write down the hundreds, tens, and ones

Spin the spinner.

Add or subtract 10 or 100

Record your result

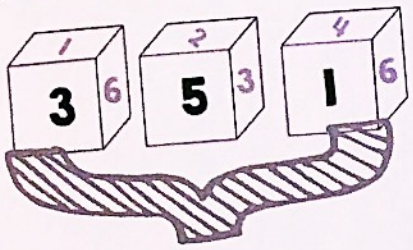




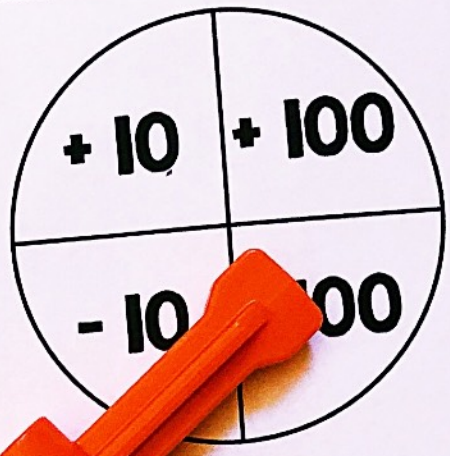
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Name: _____

10 & 100 More & Fewer



1. Roll the dice, create a three-digit number, and write down the hundreds, tens, and ones
2. Spin the spinner and add or subtract 10 or 100
3. Record your result

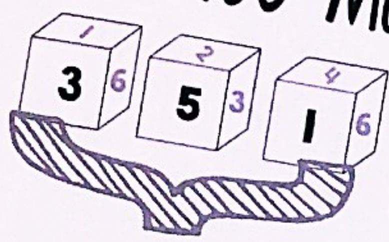


roll			spin	result
Hundreds	Tens	Ones		
3	5	1	+ 10 / - 100	= 361
				= _____
4	1	3	+ 10 / - 100	= 313
				= _____
6	5	4	+ 10 / - 100	= 754
				= _____
				= _____
				= _____
				= _____
				= _____
				= _____

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10 & 100 More & Fewer

Name: ____________________



1. Roll the dice, create a three-digit number, and write down the hundreds, tens, and ones
2. Spin the spinner and add or subtract 10 or 100
3. Record your result



roll	spin		result
324	(+) / − 100	=	424
412	+ / (−) 10	=	402
132	(+) / − 100	=	232
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____

roll	spin		result
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____
____	+ / − ____	=	____

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How Far to the Next Friendly Number?

Materials

- Two dice numbered 1-6 and 0, 7, 8, 9, 5, & 6
- Different colored connecting cubes for each player

Directions

Roll the dice and create a two-digit number.

How far away is your number from the next friendly number? Cover that amount.

Continue playing. If a number is already covered and you "own it", lock it by attaching another cube to the first. If the other player "owns it" you can BUMP them off!

Continue playing until all the numbers are locked. The player with the most covered numbers wins!



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Name: _____

How far to the next friendly number?

1. Roll the dice, create a two- or three-digit number. Write it down.
2. Determine how far you need to go to get to the next friendly number (10 or 100).

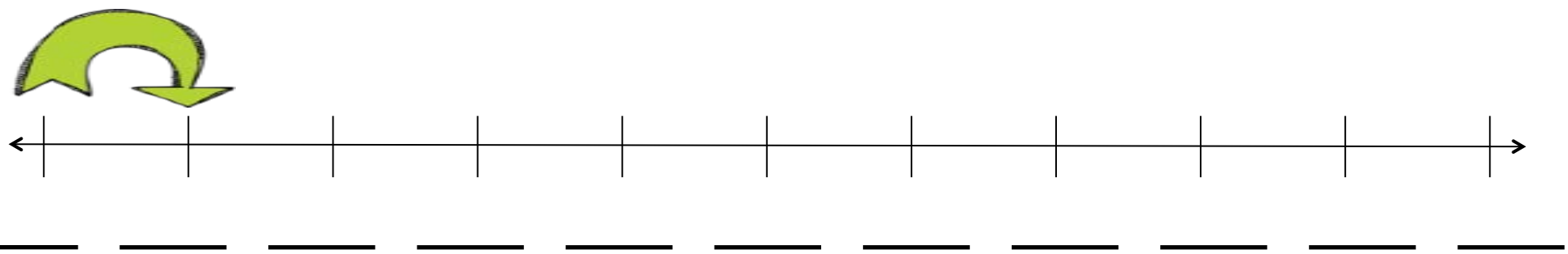
roll		how far?		friendly number
242	+	8	=	250
643	+	7	=	650
455	+	5	=	460
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	

roll		how far?		friendly number
65	+	5	=	70
51	+	9	=	60
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	
	+		=	





Number Line Jumps: Addition

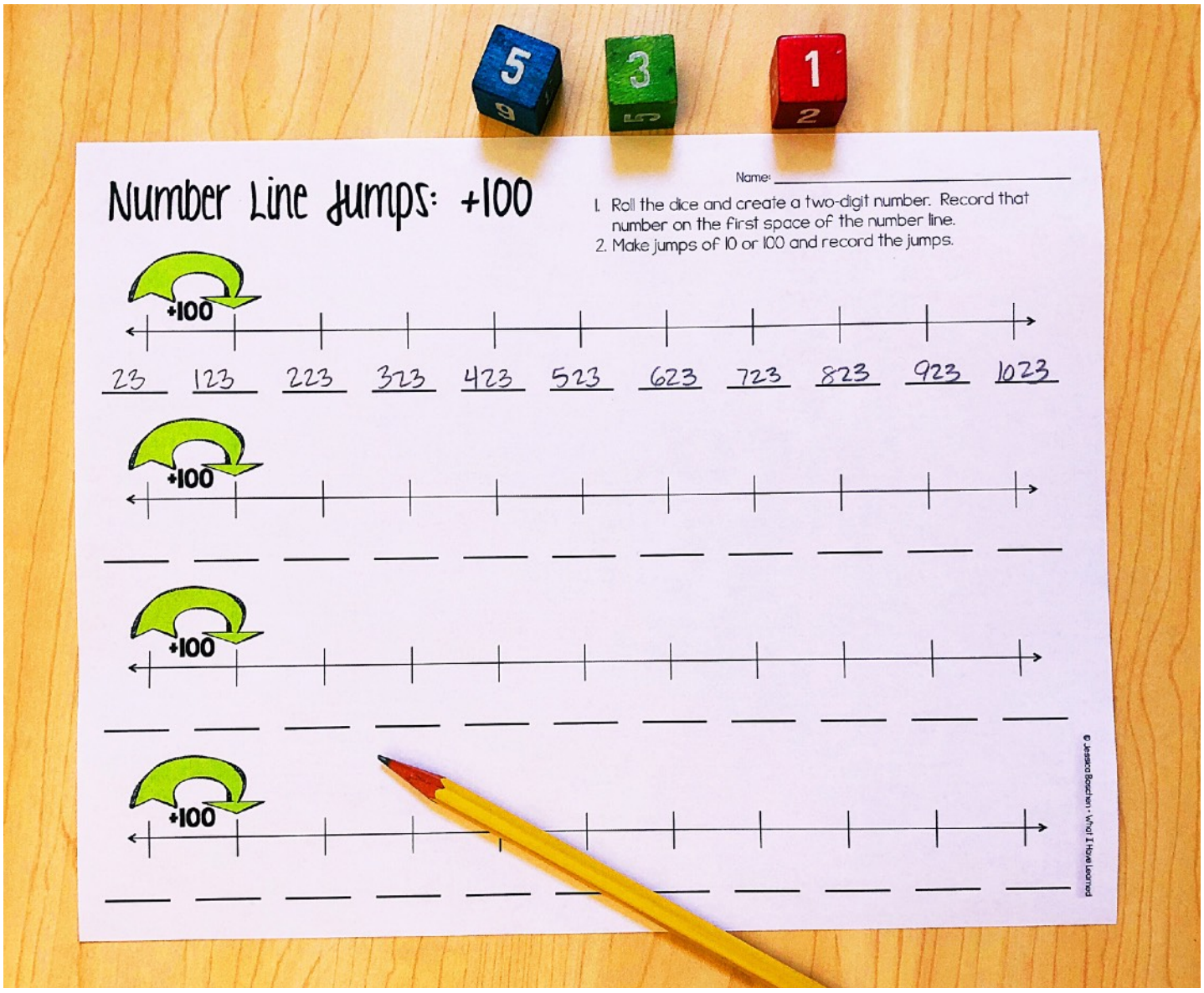


Materials

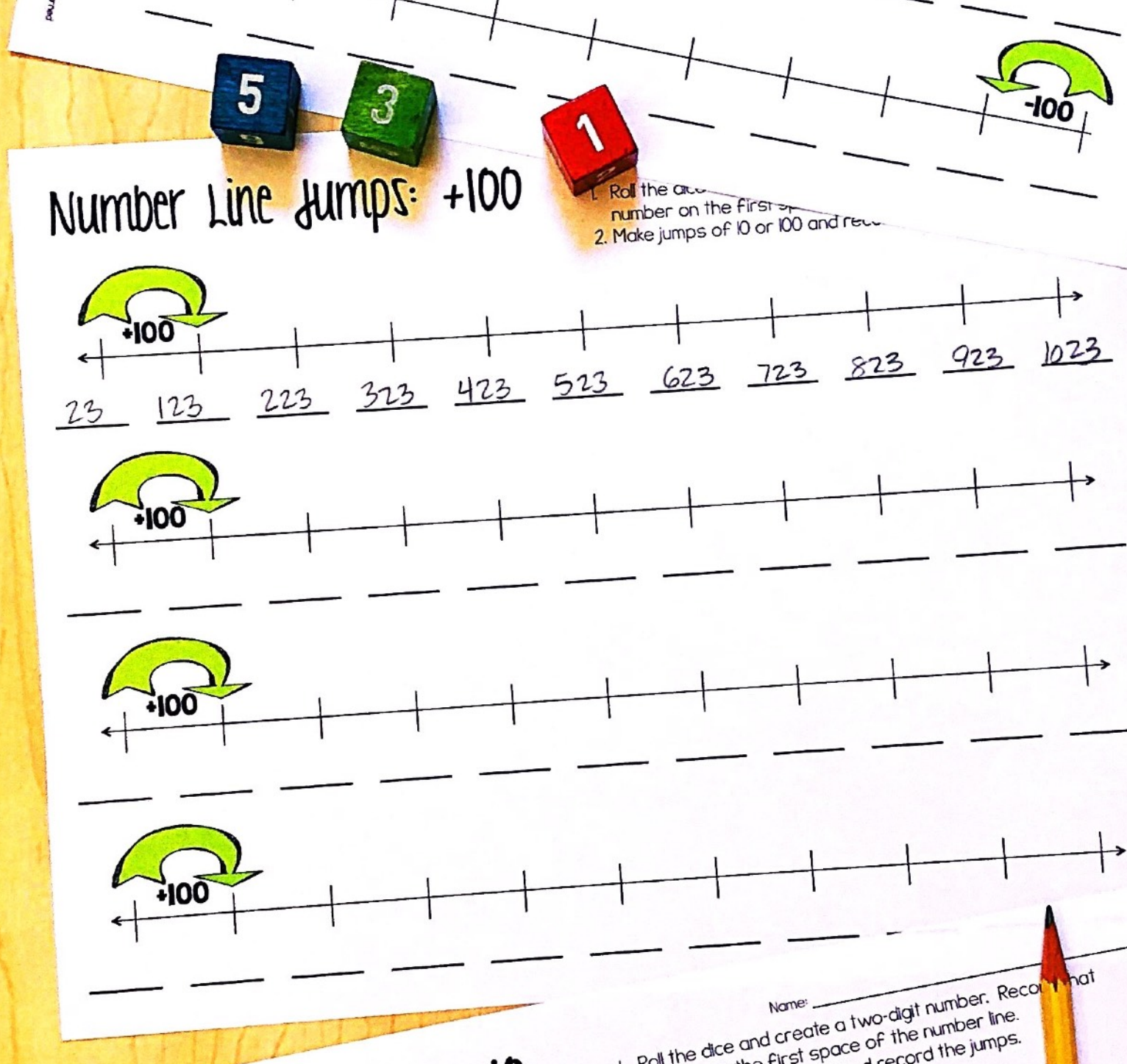
* Two or three dice numbered 1-6 and 0, 7, 8, 9, 5, & 6
* or dice numbered 1-6.

Directions

Roll the dice and create a two-digit number. Write the number on the first line. Make jumps of 10 or 100 and record the jumps on each space



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Number Line Jumps: +100

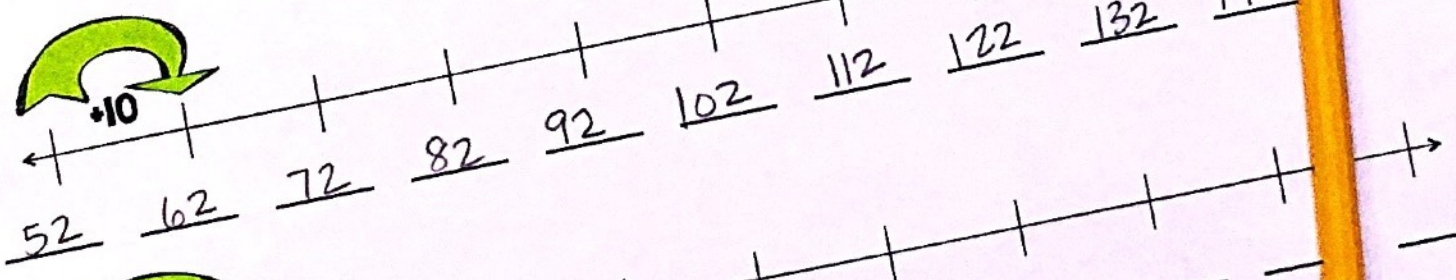
1. Roll the dice
number on the first
2. Make jumps of 10 or 100 and rec

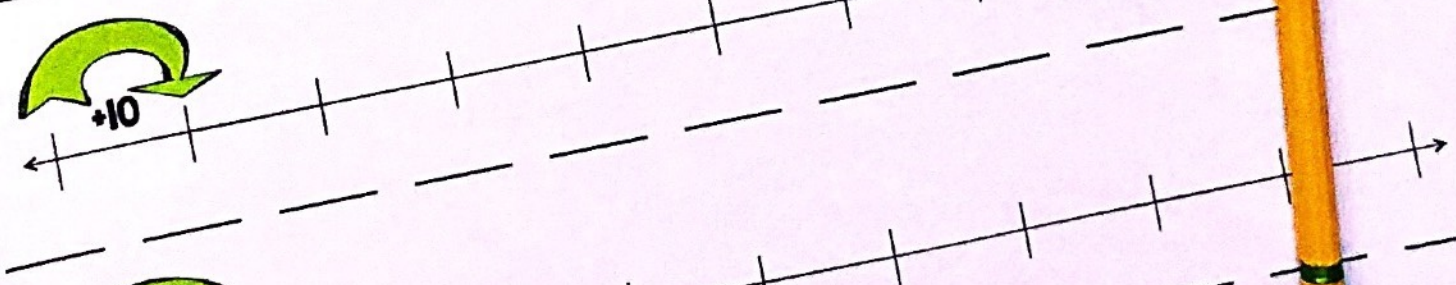
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Name: _____

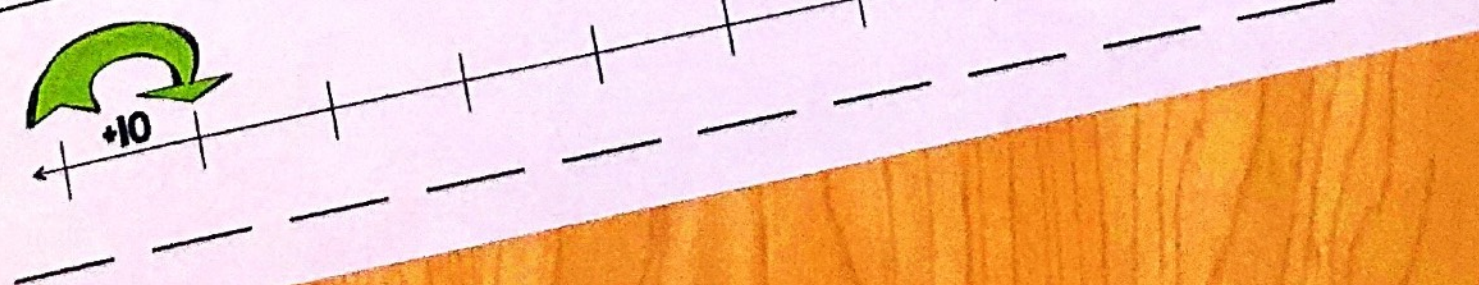
Number Line Jumps: +10

1. Roll the dice and create a two-digit number. Record that number on the first space of the number line.
2. Make jumps of 10 or 100 and record the jumps.



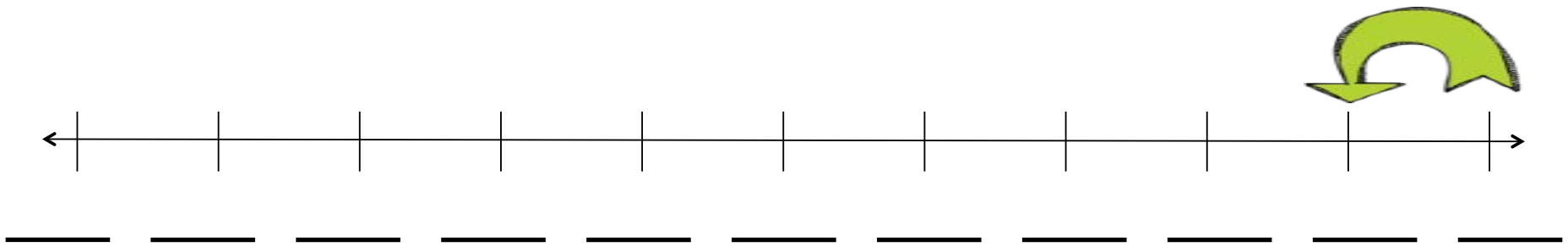






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Number Line Jumps: Subtraction

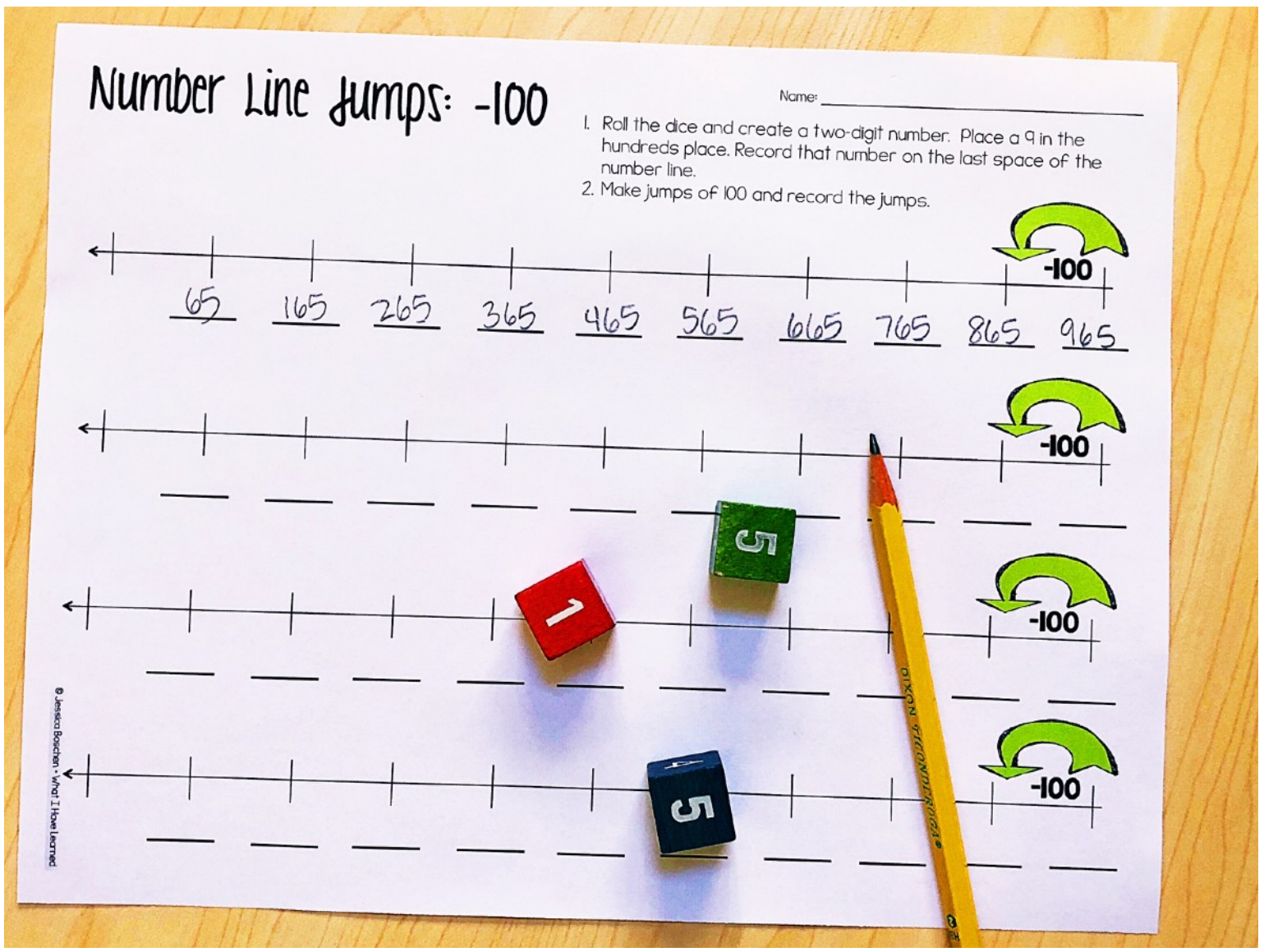


Materials

- Two dice numbered 1-6 and 0, 7, 8, 9, 5, & 6
- Or two dice numbered 1-6

Directions

Roll the dice and create a two-digit number.
Place a 9 in the hundreds place.
Write the number on the last line.
Make jumps of 100 and record the jumps on each space



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Find a Pattern

Materials

* Three dice with various numbers 0-9

Directions

Roll the dice and create a three-digit number. Write the number in the gray box in the middle.

Add and subtract 10. Write the numbers in the boxes on either side.



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Find a Pattern

Name: _____

1. I. Roll a three-digit number. Write the number in the gray box in the middle.
2. Add and subtract 10. Write the numbers in the boxes on either side

641	651	661	671	681	691	701	711	721	731	741

When adding or subtracting ten, what place changes? _____

••• Bonus: Highlight the number & place that changes.

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