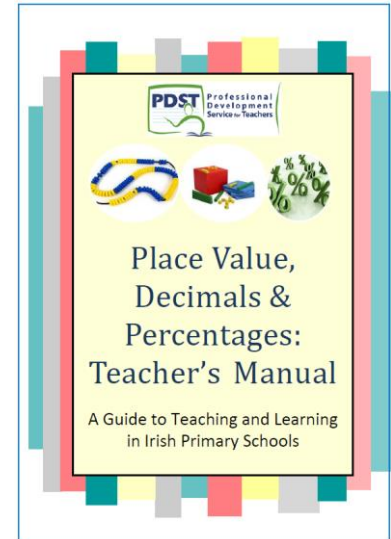


# Race to 100

(2 Players)



Each pair will need a dice, paper and pencil. The aim of this game is to make 100 before your partner does. Pupils take turn rolling the dice and can choose to either take the value shown on the dice e.g. 3, or to take ten times the value e.g. 30. Pupils keep adding their own scores until one reaches exactly 100. Alternatively, pupils could start at 100 and subtract their scores to see who can reach 0 first.