Going to 100

Materials:	• Number line for each player (open or ready made) • Deck of cards (A-9 only, A=1) • whiteboard
Group size:	2 players
Instructions:	1. Players place the deck of cards between them. 2. Player 1 pulls the first card from his/her deck and marks this number on their number line. 3. Player 1 then flips a second card and adds this number onto the first one by showing on the number line how the number decomposes to get to the next decade number, and then adds the remainder. (i.e. 7 + 8 → 7 + 3 = 10 + 5) 4. Next, it is player 2's turn. 5. Player 2 pulls the first card, marks the jump on the number line. Pulls the second card and adds it to the first one, showing how the number decomposes to get to the next decade number, and then adds the remainder. 6. Players continue to take turns. Each consecutive turn after, players only pull 1 card and add it to their running total. 7. The player that arrives at 100 or more first wins the game.
Differentiation:	If your students need 10-Frames to help with decomposing the numbers to make 10, you could play this game using 10-Frame cards such as below (3-4 copies of the set to play)
Extensions:	**Moving Back from 100** Have students complete the same activity, however with subtracting from 100 on the number line. When students start this game they will only pull one card and subtract it from 100. Every turn thereafter they will continue subtracting from their running total always showing the jump on a number line. **10 & More** Once students are confident with decomposing numbers to get to 10, students are ready to start splitting numbers between 11 and 19 (adding the 10 and what is left over). The teacher can choose a target number for the groups depending on the time you have (i.e. 100, 400, 500, etc). Player 1 flips their first card and adds 10. (i.e. if they flip a 5, they will start with 15). They then flip a second card, add 10, then add it to the first number. (for example if a student flips a 5, then a 6, they will be adding 15 + 16). Students will continue to show their running total on a open or ready made number line, as well as by writing the addition facts on a whiteboard or piece of paper. The first player who arrives at the target number wins. See the instructions here. **2 Digit Addends** When students are confident with adding 10 & More, you could progress to 2 digit addends. See the 2 Digit Addends Game: Race to 1000.

10 Frame Cards