

Second grade

Shake, Rattle, and Roll:

Shake, rattle, and roll (Georgia Department of Education, 2018) helps children learn about adding and subtracting ten and one hundred. It is a partner game in which players accumulate points over five rounds of the game. Three [dice](#), recording sheets on the second page of the document and [linked here](#) for each player, and a set of cards [linked here](#) are needed. (You may want to print the recording sheets and print and cut the card set.)

Play begins with a player rolling all three dice. Each player uses the numbers shown on the dice to create the largest possible three-digit number. For example, if the dice show 4, 5 and 1, the

Round	Die 1	Die 2	Die 3	Largest Number	Add or subtract 10 or 100	New Number	Higher or Lower than Partner	If your score is higher than your partner's, you get 10 points.
1								
2								
3								
4								
5								
Total:								

players build the number 541.

Players record the number on their sheet, which looks like the one shown here. Each player draws an addition/subtraction instruction card from the deck. The cards all say + 10, + 100, - 10, or - 100. Next, each player records their new number

while checking on their partner's calculation of his or her number. At the conclusion of each round, the players compare their new numbers to see if theirs is higher or lower than their partner's new number. The player with the higher new number gets ten points for that round. Play continues for five rounds. The players find the sum of their points after five rounds to determine the winner of the game. Throughout the game, players can notice patterns in their new numbers compared to the original numbers when they add or subtract 10 and when they add or subtract 100.

To play this game with a partner who is not physically there with you, you can use the linked [dice](#) and the sheet below, opened in a virtual whiteboard or Kami to record the play. However, each player will still need to either (1) have a copy of the [cards for adding or subtracting 10 or 100](#) to pick from or (2) jointly agree before each player's roll whether to add or subtract 10 or 100, making sure to cycle through all the options as the rounds of the game progress.



Player 1 _____

Shake, Rattle, and Roll Game

Round	Die 1	Die 2	Die 3	Largest Number	Add or subtract 10 or 100	New Number	Higher or Lower than Partner	If your score is higher than your partner's, you get 10 points.
1								
2								
3								
4								
5								
Total:								

Player 2 _____

Shake, Rattle, and Roll Game



Round	Die 1	Die 2	Die 3	Largest Number	Add or subtract 10 or 100	New Number	Higher or Lower than Partner	If your score is higher than your partner's, you get 10 points.
1								
2								
3								
4								
5								
Total:								