

# Race to 100

## Level 1

*The game is designed for children 4, 5 and 6 years old.*

*One child and an adult instructor, or 2 or 3 play at a time with adult supervision.*

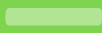
**Race to 100 Level 1** is the beginning of a 2 year journey where the child learns to master basic addition and subtraction facts while playing a series of games and associated activities.

By playing **Race to 100 Level 1**, the child learns:

- How to advance on a game board.
- How to recognize the numbers 1 to 100.
- How to write his numbers.

These are all skills used in games and activities that follow. **Race to 100 Level 1** is the beginning of success. Moving to the next game or activity as soon as possible involves a good acquaintance with **Race to 100 Level 1** but not complete mastery of all the skills presented in the game.

If you also own **The Dollar Game Level 1**, alternate play with **Race to 100 Level 1** with **The Dollar Game Level 1**. This will increase interest and skill building.



## To Play Race to 100 Level 1

**Race to 100 Level 1** consists of:

- a game board
- 2 different colored decahedrons (10-sided dice)
- 3 frogs to use as markers
- record sheets to practice writing numbers

**To play:**

- 1** Place the markers at start.
- 2** Roll one die; then move the marker to the matching number space on the board.
- 3** If you roll a zero, you do not move that round.
- 4** For the second round, roll again and advance the number to the new position. Count out loud (1, 2, 3, ... ) while traveling across the board.
- 5** Ask the child to name the number in the space where his marker is now. (Tell him, if he doesn't know.)



**6** The first player who reaches 100 wins.

**Example:** First throw is 5. While counting out loud 1, 2, 3, 4, 5, move the marker to 5 on the board. Second throw is 8. Move marker 8 more spaces while counting out loud 1, 2, 3, 4, 5, 6, 7, 8 and emphasize the new number as being 13. Third throw is 3. Move 3 spaces counting out loud 1, 2, 3 and talk about the new number being 16.





## Variations in Play

### Score Sheets and Simultaneous Play

- 7** When a child is ready to learn to write numbers, he/she can score a record of the die rolls and all the number positions reached on the game board. See the **Race to 100 Level 1** example score sheet and note the two columns: one labeled *Die Roll* and the second labeled *Position on Board*.
- 8** If the players are using the score sheet, players can roll their dice simultaneously and record their rolls on the score sheet in the *Die Roll* column. Then they move their markers on the game board while they announce their new positions. Lastly they record their positions in the *Position on Board* column. All players reaching 100 in the same round of play are winners.