Race to 100 Level 2

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 2 is what makes our approach to learning the addition facts different. Race to 100 Level 2 is played as one learns the addition facts, not after.

While playing Race to 100 Level 2, the child finds the sum of any two, 1-digit numbers by using the 1 to 20 Chart. The child learns to write numbers from 1 to 100 and how to write a number sentence involving addition by using the score sheet to record his moves on the game board.

These are all skills used in games and activities that follow. Race to 100 Level 2 motivates the child to learn and memorize the addition facts while competing in the game. Learning and memorizing the addition facts makes for quicker and better game play.

Race to 100 Level 2 and The Dollar Game Level 2 should now be played by the child in an alternating fashion.

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To Play Race to 100 Level 2

Level 2 is the same game as Level 1 with the following changes.

- **1** Two 10-sided dice are now thrown instead of just one. *Example:* a 5 and an 8 are thrown.
- 2 The numbers appearing with the dice throw are recorded as the start of an addition sentence on the Level 2 record sheet.

1 st Die	2 nd Die		S	um of Dic	e	Position on Board			
5	+	8	=						

3 The 1 to 20 Chart is used to find the sum of the dice, and it is recorded on the record sheet as a completed number sentence.

1st Die		2 nd Die		um of Dic	е	Position on B			
5	+	8	=	13					

+ - X ÷

The sum of the dice is used to advance the marker on the game board, and the new position reached is also recorded.

1 st Die		2 nd Die Sum of Dice Po				Position	on Board
5	+	8	=	13		1	3

- If an adult is playing, the adult will throw the dice and do his own recording. However the child should find the adult's sum and locate the new position of the adult's marker on the game board.
- let each player have his own set of colored dice. Additional dice may be purchased. All the players roll their dice simultaneously and record their throws in the columns marked 1st Die and 2nd Die. When they finish finding and recording the sum of the dice, they should advance their markers on the game board. Now they return to their record sheet and fill in the column, Position on Board. All players reaching 100 in the same round are winners.

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		Example of Play					3 25	7 22	9 15	6 6	Name Position on Die Roll Board
C) C) –	•	0	-	Γ	Π (٦)	> 7	D	
											Die Roll
											Position on Board

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							,		,	,		
			E					6	2	5		1st Die
			xan					+	+	+	+	
			nple					6	7	8		2nd Die
			of					П	П	П	П	
			Example of Play					12	9	13		Dice Roll Sum
												5
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()	0	Р	C) ·	-	m		2		D	m
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(>	0	P	C	•	-1	m	C S	2	1		
	>	0		C	•	1	m	C S	2	1		um Position on Board

Level 2

Level 1