## 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 $\mathbf{1 0 0}$ Level $\mathbf{2}$ is what makes our approach to learning the addition facts different. Race to 100 Level $\mathbf{2}$ is played as one learns the addition facts, not after.

While playing Race to $\mathbf{1 0 0}$ 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 $\mathbf{1 0 0}$ Level $\mathbf{2}$ 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 $\mathbf{1 0 0}$ Level $\mathbf{2}$ and The Dollar Game Level 2 should now be played by the child in an alternating fashion.

## To Play Pace to 100 Leved 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.


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.

| Die | ${ }^{\text {nd }}$ die |  | Sum of Dic |  | Position on Board |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 5 | + | 8 | $=$ | 13 |  |

4The sum of the dice is used to advance the marker on the game board, and the new position reached is also recorded.

| ${ }^{\text {st }}$ Die | ${ }^{\text {nd }} \mathrm{Di}$ |  | Sum of Dice |  | Position on Board |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 5 | $+$ | 8 | $=$ | 13 | 1 | 3 |

5 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.
6 If there are 3 players in the game, it is best to 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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