**1000 or BUST!**

1. Make a two tables like the ones below. 2. Player 1 roll a die. 3. Player 1 decides where to place the number on the first row: hundreds, tens or ones. Once decided, that will be player 1s total for round 1. 4. Player 2 does the same and places number on the first row in their table. Players continue for 6 more rounds, ONLY ever placing their roll under hundreds, ten and ones. As they play they keep track of their score. The player that is closest to 1000 without going over WINS!

Player 1

|  |  |  |  |
| --- | --- | --- | --- |
| **HUNDREDS** | **TENS** | **ONES** | **TOTAL** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| TOTAL | | | |

Player 2

|  |  |  |  |
| --- | --- | --- | --- |
| **HUNDREDS** | **TENS** | **ONES** | **TOTAL** |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| TOTAL | | | |

**100 or Bust!**

1. Make a two tables like the ones below. 2. Player 1 roll a die. 3. Player 1 decides where to place the number on the first row: tens or ones. Once decided, that will be player 1s total for round 1. 4. Player 2 does the same and places number on the first row in their table. 5. Players continue for 6 more rounds, ONLY ever placing their roll under hundreds, ten and ones. 6. Players keep track of their score. 7. The player that is closest to 100 without going over WINS!

Player 1

|  |  |  |
| --- | --- | --- |
| **DIZAINES** | **UNITÉS** | **TOTAL** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| TOTAL | | |

Player 2

|  |  |  |
| --- | --- | --- |
| **DIZAINES** | **UNITÉS** | **TOTAL** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| TOTAL | | |