

## '0' or '50'

**Individual or Partner**  
**Difficulty Level: Difficult**  
**Math Operations: +, -**  
**Time: 10 minutes**

**OBJECTIVE:** To reach '0' or '50' *exactly* by adding or subtracting numbers.

### **MATERIALS for two players:**

2 dice  
number line to '0' to '50'  
2 markers (separate colors for each player)  
1 marker for the Add - Subtract boxes  
paper & pencil for checking moves

**BEST USE:** addition and subtraction review

### **RULES:**

1. Partners sit side-by-side with the number line in front of them. Roll the dice to decide who starts the game; the highest number begins the game. The other player decide if they will with add or subtract on the first game. Both players begin on 25.

2. On each turn, roll both dice. Add or subtract the numbers as decided before this turn begins. Say your equation and solution aloud, then place your marker on that number on the number line. For example:

*"We're adding for this game. I rolled 6 and 2.  $6+2 = 8$ . I'm on 12 so I will move 8 spaces to 20."*

OR

*"We're subtracting for this game. I rolled 6 and 2.  $6-2=4$ . I'm on 12 so I will move 4 spaces to 8."*

3. Whenever a player rolls a *double*, each player must **reverse their process**. For example, if you were adding, when you roll a double you must now subtract on your turn. The players continue to subtract until someone rolls a double or reaches '0' or '50' exactly. Suggestion: Place a marker on the Add or the Subtract box to help remember which operation you are currently using.

4. To win a round of the game you must end *exactly* on '0' or '50'. If your equation drops you below '0' or pushes you above '50', you may not move. You lose your turn. Keep rolling until you are able to move or your partner lands exactly on the '0' or '50'.

5. Play 5 rounds. The first person to win 3 rounds is the winner. The other player puts the game materials away.

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