**Race to 1000!**

What you need to play:

* Base-Ten Pieces:
	+ Hundreds (Flats): 100 units in 10 columns of 10
	+ Tens (Sticks): 10 units in 1 column
	+ Ones (Units): The individual squares
* At least one die, preferably one with more than 6 sides;
	+ one alternative is to roll two dice and add the sum of the dice to the game-board
* Two place value game boards

How to play:

1. When playing this game, make sure you have plenty of ones, tens, and hundreds.

2. Roll the dice and begin adding units to the game board. Use the smallest combination of pieces as possible. For example, if you rolled 12 you would add a ten stick and two ones rather than 12 individual ones.

3. When you get 10 of any unit (ones, tens, or hundreds), exchange them for the next higher unit. For example, when you get 10 ones, you can trade it in for a ten stick. Likewise if you have 10 ten sticks, you can exchange it for a hundreds flat.

4. Once you have reached 1000 (or the designated ending point, i.e. 100, 300, 500), you can change the game so that the number on the dice is subtracted from the total amount on the game-board.

5. You will also need to make trades to subtract. For example, if you have 300 as 3 hundreds flats and need to subtract 12, you will trade a hundreds flat for 10 ten-sticks, and 1 ten stick for 10 ones in order to have enough tens and ones to subtract.

\* When trading up or down (regrouping the units) be sure to use these sentences:

 When adding up:

 “Can I trade 10 ones for 1 ten?”

 “Can I trade 10 tens for 1 hundred?”

 “Can I trade 10 hundreds for 1 thousand?”

 Or when subtracting:

“Can I trade 1 thousand for 10 tens?”

“Can I trade 1 hundred for 10 tens?”

 “Can I trade 1 ten for 10 ones?”