

# Reverse Double Digit

## Why

To practice estimation and subtraction with and without regrouping (borrowing)

- ▶ This activity helps develop an intuitive understanding of probability through observation of the number of times any numeral appears and is likely to appear again. For example, if a "4" has been rolled three times, is it likely that a "4" will show up on the next turn? ◀



Grade Level

## TOOLS

Paper  
Pencil  
Dice

A game for  
2-6 players

## How

- The goal is to come as close to zero as possible, without going below zero. A player is out who goes below zero.
- A game consists of seven turns for each player. Keep a tally count of the turns taken.
- Before the game begins, players write the numeral 100 at the top of their record sheets.
- Players then take turns rolling one die.
- Each player may choose to record the number he or she rolls on a turn as the number itself, or as ten times the number. For example, when 5 is rolled, it may be recorded as 5 or as 50.
- After each number is recorded, it is subtracted from 100, or from the remainder left from the previous turn.
- The game continues until each player has had seven turns or cannot subtract and is out.
- The person closest to zero after seven turns is the winner.

## More Ideas

- Start with ten dimes. Remove dimes or pennies according to each roll, making change as necessary. Here a 4 can count as four pennies or four dimes. If a player does not have enough money to take away, he or she is out. The person with least money left after seven turns wins.

