**Teacher Note:**

**This game can be taught at any time during the unit and used for place value practice.**

 Roll for 1000

1. One player rolls a die to begin Round 1. Each player enters the number on the die in one of the columns labeled “hundreds”, “tens”, or “ones” in the “Round 1” row.

2. Students determine the number they have made so far and record it in the “number” column of the row.

3. Once a number has been entered in a column it cannot be changed later in the game.

4. Another player rolls a die to begin Round 2. Each player enters the number on the die in one of the columns labeled “hundreds”, “tens”, or “ones” in the “Round 2” row.

5. Students determine the number they have made so far and record it in the “number” column of the Round 2 row.

6. Players follow the same procedure for 8 rounds.

7. The player who has made the number that is CLOSEST to 1000 without going over 1000 is the winner.