

# Get to 1000!

Diane Wiens

Grade Range	Content Area	Materials
4 to 8	<ul style="list-style-type: none"><li>• Addition</li><li>• Multiplication</li><li>• Probability</li></ul>	<ul style="list-style-type: none"><li>• One die</li><li>• Pencil</li><li>• "Get to 1000" game board or paper</li></ul>

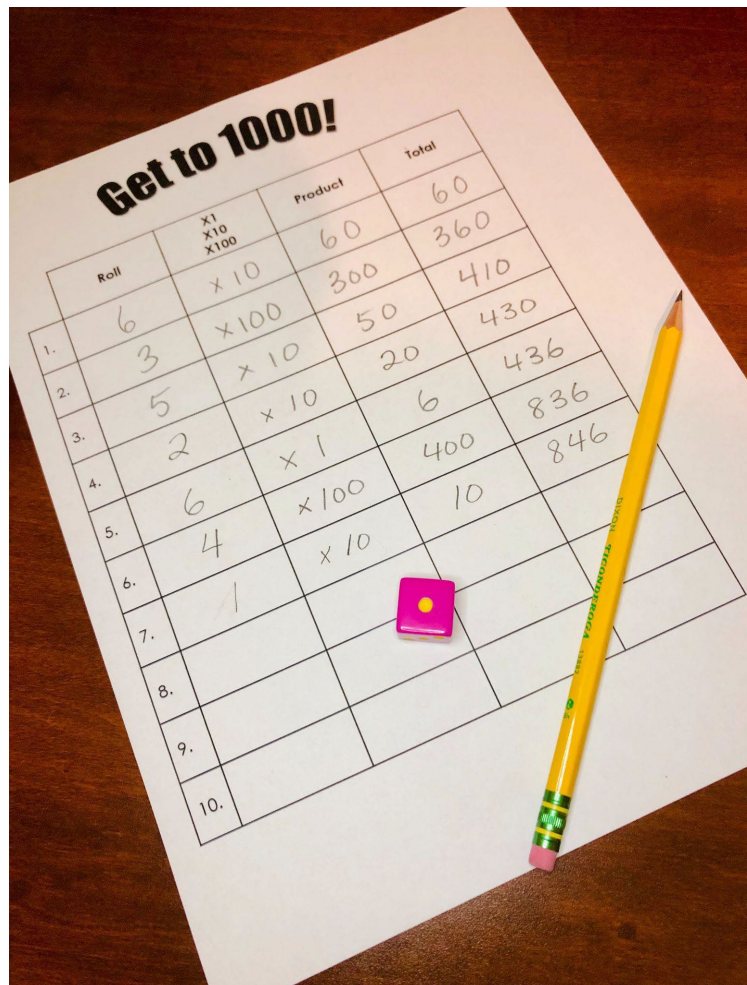
## Activity

**Object of the Game:** Be the closest to 1000 without going over after 10 rolls.

**Number of players:** 2+

### How to Play:

1. Roll a die.
2. Decide whether you will multiply the value of the roll by 1, 10, or 100 then complete the multiplication.
3. Add your product to your running total.
4. Continue for 10 rounds.
5. The person who comes closest to 1000 (without going over) at the end of 10 rolls is the winner.



## Extensions, Modifications & Additional Resources

### **Resources:**

- Use this [link](#) to make a copy of the game board.

### **Variations:**

- Every player can roll their own dice, or every player could use the same roll in every turn. How does the strategy change if you use the same roll? How does the strategy change if you roll your own dice?
- Use a different sized die. Will you have the same strategy with a 6-sided die as you would for a 10-sided die? What if you used a die that had a 0 as one of its values?
- Allow the closest to 100 (over or under) to win at the end of the game.
- Practice subtraction skills and start from 1000 and subtract to “Get to 0!”

### **Questions to Spark Mathematical Thinking:**

- What strategies did you use? Why?
- How does probability factor into your decisions as you play the game?
- How would your strategy change if you used 15 rounds to Get to 1000? What about 7 rounds? Why?
- Do you notice any patterns in the product column? What do you notice? What do you wonder?