

Mateo y Cientina

THIS WEEK: DOUBLE DIGIT



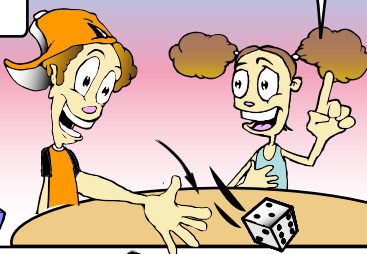
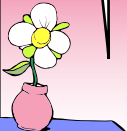
NOTE:

The game Double Digit is easy. Each person rolls the dice **7 times**. For each number, the player has the option to use it as a **ten** or a **one**. After adding up the total, the player who gets closest to the **number 100**, without going over, is the winner.

TENS	ONES
?	?

HA! THIS 5 IS GOING TO WIN THIS ROUND FOR ME!

MAYBE SO, BUT YOU STILL HAVE TO THROW THE DIE 1 MORE TIME.



MATEO'S GAME:

TENS	ONES
1	6
1	2
2	
5	

WHAT?!? ONCE I WIN, I'M DONE!

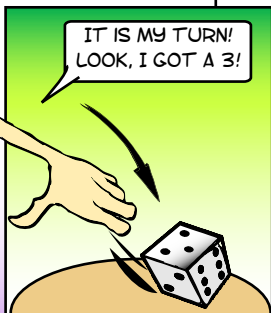
THE RULES ARE:
 1.) EACH PERSON THROWS HER DIE A TOTAL OF 7 TIMES.
 2.) WE ADD UP OUR TOTALS, AND
 3.) THE PERSON WHO GETS CLOSEST TO 100 WITHOUT GOING OVER, WINS THE GAME

OK, LET'S PLAY AGAIN.

ALL RIGHT, AFTER WE FINISH THIS GAME. IT IS MY TURN NOW.

CAN WE START OVER?

IT IS MY TURN! LOOK, I GOT A 3!



I'LL MAKE IT A 30!

CIENTINA'S GAME

TENS	ONES
1	1
2	5
2	0
3	0

OK, I THINK I CAN STILL WIN.



DO YOU THINK MATEO CAN STILL WIN THIS ROUND? HOW? TRY PLAYING THIS GAME AT HOME WITH YOUR FAMILY.

MATEO'S GAME

TENS	ONES
1	6
1	2
2	?
5	



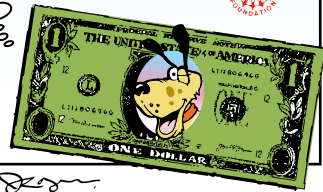
SO WHAT?...

LET'S GO FOR TWO OUT OF THREE.

Understanding place value is necessary as we learn to use numbers in arithmetic. It's practical for the understanding of decimals and in the use of money. This game also introduces probability, and involves mathematical reasoning.

SEND US YOUR INFORMATION. LET US KNOW WHAT YOU THINK ABOUT MATEO AND CIENTINA'S MATH ADVENTURES.

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