

# Beat the Teacher

(a whole-class game)

## What you need:

1 large die

multiple copies of the teacher grid (following) + 1 marker

a 6-grid ditto for each student (following)

The goal of this game is for students to get a sum larger than the teacher's sum.

The teacher rolls the die and everyone puts the number rolled into any one of the top 6 squares on the first grid (top left). The teacher does the same but keeps his placement of the number a secret. The teacher continues to roll the die 5 more times. Students decide where to put each number.

When all of the top 6 squares are filled, everyone adds the two 3-digit numbers together and places the sum in the bottom three squares.

The teacher shows everyone his/her sum. Students who have a sum that is greater than the teacher's sum "beats the teacher" and gets a tally point.

Variation: Make this a subtraction problem. To get a tally point, the student must have a difference which is less than the teacher's difference.



