

# Double Digit Game

**Aim:** To practise place value and estimation skills.

**Materials:** One 6-sided die.

**Directions:** A 6-sided die is rolled seven times. Each student must place the digit in either the tens or the units column. Then they add their numbers and the student with a total closest to 100 wins. There are many variations and adaptations but the general idea remains the same.

Students can easily draw up the 'board' in their Maths pads, but the attached worksheet allows students to play up to 6 games.

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