



This is a subtraction game you can learn to play. You can teach it to your friends (2-6 players). Then you will design your own subtraction game.

MATERIALS:

- Paper
- Pencil
- A six-sided die

The object of the game is to get as close to zero as possible, without going below zero. You are out if you go below zero.

RULES OF THE GAME:

1. Each player gets seven turns. Keep a count of turns taken.
2. At the start of the game, players write the numeral 100 at the top of their record sheets.
3. Players take turns rolling one die.
4. Players may choose to record the number they rolled on a turn as the number itself, or as ten times the number. For example, when a three is rolled. It may be recorded as three or as 30.
5. After each number is recorded, it is subtracted from 100, or from the remainder left from the previous turn. A player who cannot subtract is out.
6. The person closest to zero after seven turns is the winner.

PART A:

Write your answers to these three questions on a sheet of paper to hand in to your teacher.

1. Why do you think the rules let you decide to use either the number itself, or ten times the number?
2. What would happen if you could only use the number itself?
3. What would happen if you could only use ten times the number?

PART B:

Make up a below zero game that uses money instead of numerals. Write your rules. Use real money to play. You will have to know how to make change for this game! Hand in your game and rules to your teacher.

Adapted from Family Math