

# Number Grid Games

*These games need two players. So find yourself a partner!*

**You will need:**

- a 1-100 grid
- two 10-sided dice numbered 0-9 **or** two sets of 10 cards numbered 0-9 **or** two spinners with sections numbered 0-9
- cubes or tiles in two colors to cover the numbers on the grid (each player should have cubes or tiles of one color)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

## How to Play

Decide with your partner whether you want to use dice, cards, or spinners to play one of the following games. Once you have played for awhile, play one of the other games.



### Roll and Place

1. The player who rolls the highest number goes first.
2. The first player rolls both dice and uses the digits shown to produce a number.
3. If, for example, a two and a five are thrown, then either the number 25 or 52 can be chosen. The player covers one of these numbers on the grid.
4. The other player takes a turn.
5. The aim of the game is to be the first player to cover three numbers in a row; horizontally, vertically, or diagonally.

### Pick and Place

1. Place one deck of cards face down. The player who chooses the card with the highest number goes first.
2. Each card deck is shuffled separately and placed face down. The first player turns over the top card from each deck and uses the digits shown to produce a number.
3. If, for example, a seven and a nine are picked, then number 79 or 97 can be chosen. The player covers one of these numbers on the grid.
4. The other player takes a turn.
5. The aim of the game is to be the first player to cover three numbers in a row: horizontally, vertically, or diagonally.



### Spin and Place

1. Each player spins a spinner. The player who spins the highest number goes first.
2. The first player spins both spinners and uses the digits shown to produce a number.
3. If, for example, a three and a zero are thrown, then either the number 30 or 3 can be chosen. The player covers one of these numbers on the grid.
4. The other player takes a turn.
5. The aim of the game is to be the first player to cover three numbers in a row: horizontally, vertically, or diagonally.

