

Rolling for 50

Skill Counting forward and backward on a number grid

Materials

- 1 die
- 2 counters

Players 2

Object of the Game To reach 50.

How to Play

1. Put your counters on 0.
2. Take turns rolling the die. Use the table to see how you should move.
3. The first player to reach 50 wins.

Roll	Spaces
1	3 forward
2	2 back
3	5 forward
4	6 back
5	8 forward
6	10 forward



A number grid for the game 'Rolling for 50'. The grid consists of 11 rows of 10 boxes each, numbered from 0 to 110. The numbers 0, 11, 21, 31, 41, 51, 61, 71, 81, 91, and 101 are in yellow boxes. The numbers 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 23, 24, 25, 26, 27, 28, 29, 30, 32, 33, 34, 35, 36, 37, 38, 39, 40, 42, 43, 44, 45, 46, 47, 48, 49, 50, 52, 53, 54, 55, 56, 57, 58, 59, 60, 62, 63, 64, 65, 66, 67, 68, 69, 70, 72, 73, 74, 75, 76, 77, 78, 79, 80, 82, 83, 84, 85, 86, 87, 88, 89, 90, 92, 93, 94, 95, 96, 97, 98, 99, 100, 102, 103, 104, 105, 106, 107, 108, 109, and 110 are in blue boxes. The number 50 is in a larger, red and blue box. Blue arrows indicate a path starting from 0, moving forward to 10, then backward to 5, then forward to 15, then backward to 10, then forward to 20, then backward to 15, then forward to 25, then backward to 20, then forward to 30, then backward to 25, then forward to 35, then backward to 30, then forward to 40, then backward to 35, then forward to 45, then backward to 40, then forward to 50. The number 50 is the final destination.