

Elevator Ride

Strategy: one more than and two more than (or one less than and two less than), and zero facts

Materials

- Elevator game sheets (BLM5)
- one counter per player (each player should have a different colour)
- dice labelled plus zero, plus one, plus two (or a spinner)

Have students work with a partner. Players start at the bottom of the apartment building.

Player 1 rolls the dice (or spins the spinner) and moves his or her counter up that many floors of the apartment building (either +0, +1, +2).

Players take turns rolling the dice (or spinning the spinner) and moving their counter up the elevator.

The first one to reach the top of the apartment building wins. If a player is on the 19th floor, he or she must roll (or spin) plus one to win the game.

Extensions: More advanced students can also use a dice that has minus zero, minus one, and minus two written on it (or a spinner), start at the top floor, and work their way down the elevator.

Teachers could also have students begin with the plus zero, plus one, and plus two dice (or spinner) to work their way to the top. Once at the 20th floor, students could then switch to the minus zero, minus one, minus two number cube (or spinner) and begin to work their way down to the first floor. The first player to make it back to the first floor wins.

Elevator Ride

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