



Ghost's Grave

Ages: 4-7

Building Skills In: counting, addition, subtraction

Number of Players: 2+

Materials: two dice, Hundred chart (included), penny (or small object), buttons (or bread tags, etc) for each player

Brief Description: The first person to reach the ghost's grave wins!

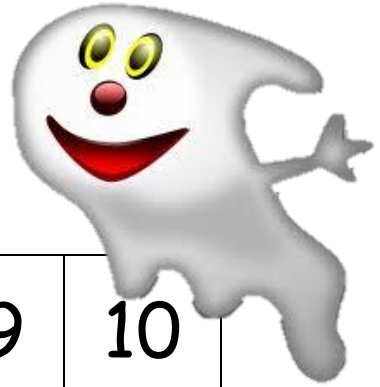
Directions:

1. The youngest player starts the game.
2. Place all the players buttons on the number one to start.
3. Drop a penny randomly on the Hundred's Chart. This is now the Ghost's Grave!
4. Player one rolls the dice and adds them together. They move their button that number of spaces.
5. The next player rolls the dice and moves their button.
6. Players take turns rolling their dice and moving their buttons.
7. Once someone moves their button across the Ghost's Grave, the game is over.

Variations:

- Start at 100. Find the total of the dice and then count down (subtract) that many spaces.
- Encourage students to figure out the math without counting each space.
- Write the math sentence from their turn.
- If students roll doubles, they get another turn.

Ghost's Grave



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|----|----|----|----|----|----|----|----|----|-----|
| 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 |