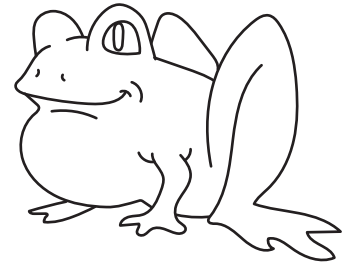


Go Froggie!

Name: _____

Date: _____

1. Form a pair or triad.
2. Collect materials: a die, one copy of this sheet and a pencil for each player.
3. Roll for your first addend. Youngest player goes first or use rock, paper, scissors. Roll the die two times, recording each number in any place value in the first addend. Now other players roll for the first addend.
4. Roll for the second addend. Original first player rolls die and writes digits in the second two digit addend.
5. Go Froggie! Starting at the left side of the first open number line make a dot and write the larger number underneath. Then, looking at the second addend, make bigger jumps from left to right to add the hundreds, then medium sized jumps for each ten, then small jumps for each one. After each place value jump series, record the new sum under the number line. The last sum will be the final answer.
6. Copy that sum into the space in the first addend for the next turn.
7. Other payers now take their turns rolling for their second sum, jumping and adding. Soon you will be adding three-digit numbers, and maybe FOUR-digit numbers!
8. The player whose frog jumped the farthest (has the largest sum) after 4 turns wins.



Example:

Generate Addends (roll the die)	Use the open number line to jump your froggie to the sum	Sum
$45 + 34$		79

Draw your froggie:

Name your froggie:

Addends (roll the die)	Use the open number line by jumping your froggie to the sum	Sum
$\underline{\quad} + \underline{\quad}$		
$\underline{\quad} + \underline{\quad}$		
$\underline{\quad} + \underline{\quad}$		
$\underline{\quad} + \underline{\quad}$		