

Materials Needed

- A pair of number cubes (dice shape)
- Pen or Pencil
- Paper
- Two or more people
- Optional: If number cubes are unavailable, make two sets of cards numbered from 1 to 6

Grade Range

K-2

Topics/Skills

Math: Number Recognition;
Place Value; Subtraction

Learning Standards

CCSS: [Numbers & Operations in Base Ten](#)

Duration

20 – 30 minutes

Prep Time

5 minutes

Zip Zero

Who will make it Zero First?



This 2, or more, player math game encourages young mathematicians to use place value to get to zero before other players.

Activity Challenge

Use subtraction to be the first player to make it to zero.

Preparation

1. Gather materials and select a workspace. Workspace should have a smooth surface, such as a table, countertop or floor.
2. Make a table to record each player's total. Use the table on the next page as an example.

To Do

Each player starts with a total of 500.

1. Roll two number cubes or draw two face down number cards, one from each set.
2. Write, below the current total, a 2-digit number using the two numbers.
3. Subtract the 2-digit number from the current total.
4. Record the new total in the table.
5. If using cards then return the selected cards to the sets, face down.
6. Take turns. The first player to reach a zero total wins!

Observations

This math game is not just about luck - strategy can help win the game too! What's the best strategy to use to get to zero first? After the game explain your strategies for winning.

Extensions

- Check your subtraction by using addition.
- Start with a 4-digit total instead of 500.
- Use three number cubes to make 3-digit numbers.
- Use sets of 10 number cards with numbers from 0 to 9

The Content Behind the Game

