Name:_____

100's Chart Ideas

Things you can do with the 100s Chart

1. Have students make 100's chart puzzles.
Let them fill in a shape or a block letter on the 100's chart.
On a separate sheet of paper, they will provide math questions with answers to correspond to each shaded block on their puzzle.
Students can then give their puzzle to another student to try.
Students trying the puzzles will need a blank 100's chart and a copy of the questions.

2. Have students find all the prime numbers on a 100's chart.
To do this, give the students 100 bingo chips or coins. Remind them that to discover prime numbers, they will not be able to divide the coins into even groups. (*Take 17 for instance, can a child divide 17 into 2 groups? No, 3 groups? No, 4 groups? No. When they discover it can't be done, they realize it is a prime number.)*

3. Skip count. Start at unusual numbers and have students skip count looking for a pattern. For instance, start counting by 3's at number 17, start counting by 5's at 12. What do they notice, do they see any patterns?

4. Battleship. Each student fills in 3 or 4 battles ships which means they shade 3-4 numbers either vertically or horizontally. Students then take turns asking questions. For instance: Is there a ship touching 32, if not the next person takes a turn: Is there a ship touching 55, if yes, the student then continues by saying is the ship one north (or up) on 45. The game continues until all ships a student's 100's chart have been found.

5. Bingo. Each student is allowed to shade 25 numbers. The teacher then calls a math question. The answer to the question then gets a checkmark (or a chip). For instance, if a teacher calls 5 x 5, the students who have 25 shaded, puts a chip on it. The game continues until 1 student gets answers to the 25 blocks they have shaded.

6. Mystery number game. Model this game first,
"I'm thinking of a Number, but you must ask mathematical questions to figure it out."
Students then ask questions like: Is it an odd number? Is it divisible by 3? Is it a prime number? Once this game is modeled a few times, students can then work in small groups taking turns in the mystery number game. Try to discover the mystery number in the fewest amount of guesses.

7. Race to 100. For this game, roll the dice and move your coin/chip the value of the dice through the 100's chart. When you get close to 100, you need to roll the exact number.