

INTEGER RACE - 100

Materials: 2 integer tokens (coins) and 2 dice, game board number line and **2 or more** player pieces.

Goal: Be the first to get to get to 100. (The finish line). All players start at 0.

Directions: Step 1. Determine the sign of the integer by flipping the token. (if using a coin, then tails is positive, heads is negative)
Step 2. Roll the die to determine the first number. Step 3. Repeat the Steps 1 and 2 to get the second integer. Step 4. Multiply the two integers to determine how far you should move. If the **product** is positive, move that many spaces forward. If the **product** is negative move back that many spaces. If a player position is less than zero (i.e. you go back beyond 0, then the player remains at zero and the next player moves twice).

