Number Path Game 1-100

Cut out the strips and tape them in order into one long line. Roll a die, count on from your square, and say the numbers as you move.

Start

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	tape the next strip here

21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	tape the next strip here

41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	tape the next strip here



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Number Path Game 1-100

Cut out the strips and tape them in order into one long line. Roll a die, count on from your square, and say the numbers as you move.

61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

tape the next strip here

End

81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

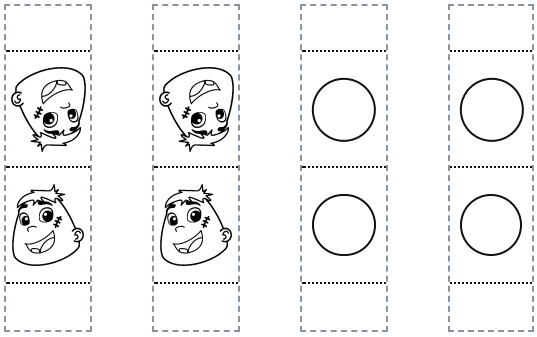
Wonster WORDS
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Number Path Game 1-100: Pieces

One piece for each player, before the 1. Roll the die and count on from your own square: never go back to 1.

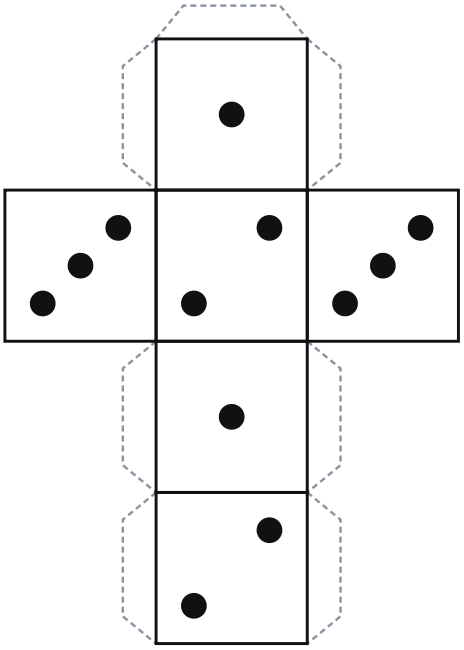
Playing pieces

Cut on the dashed lines. Fold on the dotted lines: the middle fold makes a tent, and the ends fold out so it stands.



A 1 to 3 die, for younger players

Cut out the shape, fold on every line between the squares and on the tabs, and glue the tabs inside. Each number is on two opposite sides.



For Grown-Ups: How to Use These Games

For kindergarten and first grade, with scissors, tape, and a die.

Why use it

In a 2014 study, kindergartners played a 0 to 100 board game. Those who counted on from their own square got better at placing numbers on a number line and at reading numbers than children who counted from 1 each turn. The path is one straight line, so a bigger number is always farther along.

What it is good for

- Kindergarten: counting to 100, and counting on from any number.
- First grade: counting on across each ten.
- Younger players: the 1 to 3 die, or the first strip, 1 to 20, on its own.

How to use it

1. Cut out the five strips on pages 1 and 2 and tape them in order, each onto the tab before it.
2. Lay the line along a table or the floor, and fold the pieces on page 3 to stand.
3. Each piece starts before the 1. Roll the die and count on from your own square.
4. Say each number as the piece moves, and never go back to 1.
5. For a younger player, use the 1 to 3 die on page 3.

> **Try saying:** “You are on 37 and you rolled a 4. Count on: 38, 39, 40, 41.”

Tip: Slow down at each heavy square: it ends a ten, and the next number starts a new one.