



Work Place Instructions 2E Steps & Leaps

- 1 Each player needs a record sheet, a game marker, and a pencil. Players share a spinner, a spinner overlay, and two dice numbered 1–6.
- 2 Players roll the dice to choose which player will go first.
- 3 The first player rolls the dice and then steps forward that many spaces. The player writes the number of the square on the space where she lands.
- 4 The first player spins the spinner and leaps forward by that many 10s. The player writes the numbers of the squares where she lands for each leap of 10.

Unit 2 Module 3 | Session 3 2 copies for display and 2 H class sets run double-sided, stored in the Work Place bin

NAME _____ DATE _____

2E Steps & Leaps Record Sheet

| | | | | | | | | | | |
|-------|--|--|--|--|--|--|--|--|----|-----|
| 90 | | | | | | | | | | 100 |
| | | | | | | | | | | |
| | | | | | | | | | 80 | |
| | | | | | | | | | | |
| | | | | | | | | | 70 | |
| | | | | | | | | | | |
| 60 | | | | | | | | | | |
| 59 | | | | | | | | | 50 | 49 |
| | | | | | | | | | | |
| | | | | | | | | | 39 | 40 |
| | | | | | | | | | | |
| 30 | | | | | | | | | | |
| | | | | | | | | | | |
| | | | | | | | | | 29 | 20 |
| | | | | | | | | | | |
| START | | | | | | | | | 10 | 11 |

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Leap Tens Spinner

| | | | | | |
|------------|-------------|-------------|------------|-------------|-------------|
| Leap 1 Ten | Leap 2 Tens | Leap 3 Tens | Leap 1 Ten | Leap 2 Tens | Leap 3 Tens |
|------------|-------------|-------------|------------|-------------|-------------|

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I was on 31. I rolled 3 + 5. That's 8, so I took 8 steps and landed on square 39. I wrote the number 39 in that square. Then I spun 2 tens, so I took 2 jumps by 10s and landed on 49 and 59.

- 5 The second player rolls, spins, moves, and marks his record sheet.
- 6 Players continue taking turns. The winner is the first player to reach or pass 100.