

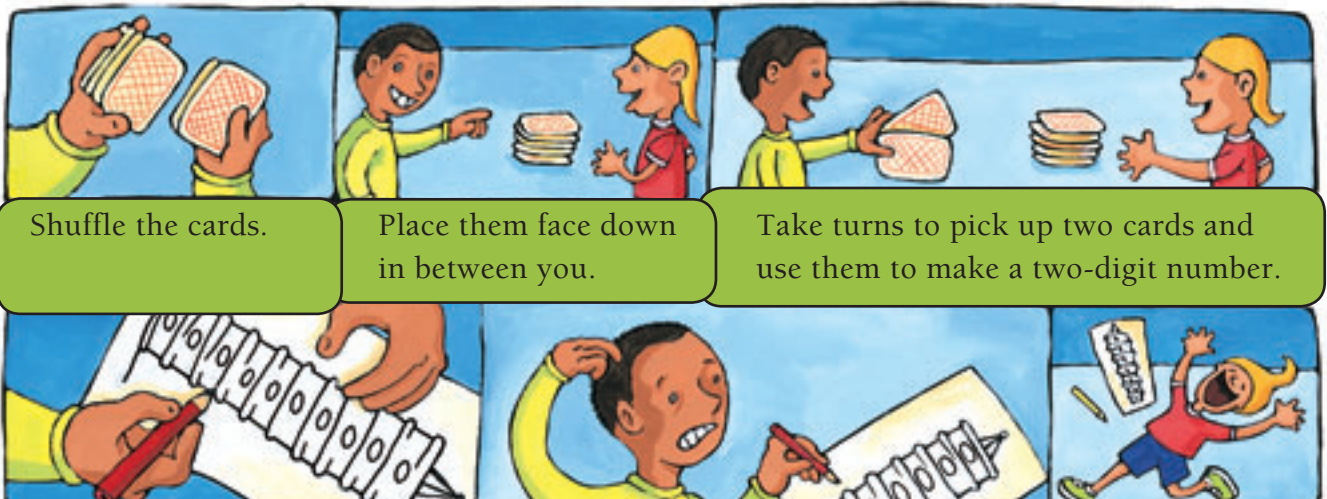
Going Up

- You need**
- ✓ 4 sets of digit cards from 0–9
 - ✓ 2 photocopied sheets of Skyscrapers
 - ✓ a classmate

Game One

Play the game of Skyscrapers.

Make sure you and your classmate each have your own photocopies of the Skyscraper floor plan.



Shuffle the cards.

Place them face down in between you.

Take turns to pick up two cards and use them to make a two-digit number.

Write the number on any floor of your skyscraper. You need to order the numbers from lowest to highest, just like the floors in a real building.

Once you write a number, you cannot move it. Sometimes you'll get stuck because you haven't left space in your skyscraper for the number you've just picked up. Then you must miss a turn!

The first person to fill all the floors on their skyscraper wins.

Remember to put the cards back in the pile once you've had your turn and shuffle them every so often.

Game Two

Play a game of Hit a Hundred.

Shuffle the digit cards and place them face down in a pile.

Take turns to pick up the top card and decide if the number on the card will be a ones or a tens digit. Add this number to your total.

Each player has six turns.

The player who gets a total closest to 100 wins.

You can get over 100.

