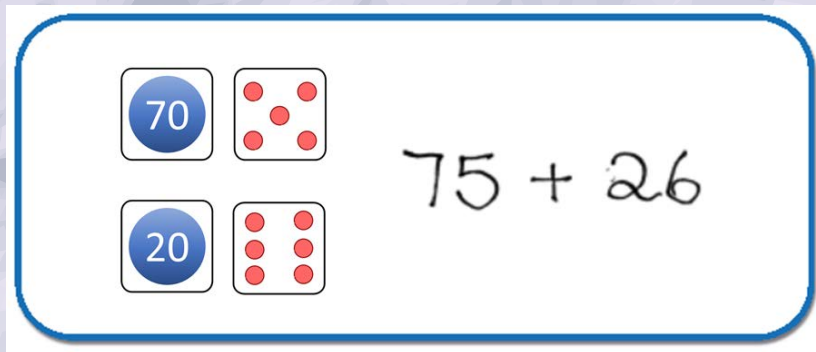


# Cross it Off: A game for two players

On their turn, players roll the four dice onto the work space. The numbers on the faces are then combined to make two 2-digit numbers that are written on the work space as an addition. For example:



70 5 20 6

$$75 + 26$$

- Players say which strategy they will use to work out the addition, in this case landmark numbers (In).
- When the player has found the answer to the addition, their opponent can challenge the use of that strategy if a different strategy would be more efficient and reliable.
- Landmark numbers would be the best strategy in this situation, as, for example, round and adjust would require more steps.
- If there is agreement that the best strategy was chosen and the correct answer found, the player ticks that strategy on the Record Card in their column.
- The board is cleaned and the second player rolls the four dice to start their turn.
- The first player to have successfully used each strategy wins that round.