This is based off of an ETS game called Race for a Flat:

**Students need:**

* base ten blocks
* place value mat
* three die

This game is played in pairs.

Students roll the die and add the three numbers together.  I did this to reinforce adding with more than two addends.  You could do the same with four die if you wanted or just two die.  The student with the highest roll goes first.  The students roll the die and add them together to find the sum.  Then they "show" this amount on their place value mat.  Then the other student does the same.  Students continue to take turns and add their rolls to their mats.  Students must look at their mats to decide when it is time to trade in (regroup).  Students continue playing until one student reaches a flat (hundred board) and is the winner.

I like this game because it reinforces the idea of regrouping and trading in.

Also play bust a flat, after mastering the first game. You can break down a flat. Start with a 100 flat, roll the di, take away that number of ones, so you have to trade in the flat for 9, 10’s and 10 ones, then take away the number of ones. Then the partner rolls and takes away. Continue taking turns, borrowing and removing ones until you get to ‘0’ . First person to ‘0’ wins the game.