

The Big “Z”

Directions:

Each student needs a gameboard, one die and one marker. In turn each player puts a marker on any number on the board and then rolls a die. A player can move one space in any direction (vertically, horizontally, or diagonally) to a space that contains the number on the die. Points are determined by the place value of that number. For example: If a player’s marker is on 542 and he or she rolls a “6”, the player may move to 461. The score would be 60 points, since the “6” is in the ten’s place. If the move is to 625, the score is 600 points. Players take turns until each player has five turns. Students total their scores at the end of the game. High score wins.

342	423	364	132	453	361	534
234	536	425	241	421	613	362
625	461	653	423	362	425	241
542	124	315	532	641	253	364



453	265	154	635	126		
241	643	435	514	243		
532	356	643	351	436		
324	413	534	165	513	234	652
143	365	413	243	351	146	425
651	543	564	136	562	251	536
425	264	132	653	351	413	624

