**Base 10 Blocks Activities**

1. Choose a number from the hundred grid. Show that number with your base 10 blocks.

(Example: 53 would be 5 longs and 3 ones)

1. Put all the blocks in a pile in the center. Take some blocks. Count them and cover that number on the hundred grid with a small object. (A bean or a cheerio would work great.) Put the blocks back in the center and take a new handful of blocks. Count those blocks and cover that number on the hundred grid. Continue until you have covered 3 number squares in a row.
2. Race to 100 Game

Roll a number cube (dice). Take that many ones. Continue to roll and collect ones. When you get at least 10, trade 10 ones for a long ten stick. When you get 10 long sticks, trade them for a hundred flat. You can play on your own or take turns with a partner. The first person to trade for a hundred flat is the winner.

1. Practice adding: Choose a number between 1 and 10 or roll a number cube. Take that many blocks. Choose another number between 1 and 10. Put the blocks together. Trade for a long stick if you have enough. Count the blocks. If you count the number of blocks correctly, you get a point. Take turns adding blocks with a partner. The first person to 5 points is the winner.

To make it harder, choose a higher number to add or pick a larger number of points to win.

1. Practice subtracting: Choose a larger number and take that many blocks. Roll a number cube and subtract the number of blocks you rolled. Trade the bigger blocks for smaller blocks if you need to. Count how many blocks you have and find the number on the hundred grid. Continue until you have less than 5 blocks left.