

Target Numbers Stage 2 Recording Sheet

Directions:

- On your turn:
 - Start at 25. Roll the number cube. Choose whether to add that number of tens or ones to your starting number.
 - Write an equation to represent the sum.
- Take turns until you've played 6 rounds.
- Each round, the sum from the previous equations becomes the starting number in the new equation.
- The partner to get a sum closest to 95 without going over wins.

roll	choose	equation
	tens or ones	25 + _____ = _____
	tens or ones	_____ + _____ = _____
	tens or ones	_____ + _____ = _____
	tens or ones	_____ + _____ = _____
	tens or ones	_____ + _____ = _____
	tens or ones	_____ + _____ = _____