

CARNIVAL ROUNDUP

FREE SPACE

Code
Heads = Move 1 space.
Tails = Move 2 spaces.

1. 100
Every student needs a ticket. How many tickets should be printed?
687 412 1,193

2. 100
Prizes will be awarded. How many prizes should be bought?
139 375 209

3. 10
How many people are needed to run the game booths?
19 42 75

4. 1,000
How many pieces of candy are needed to fill 50 piñatas?
1,762 2,500 3,012

5. 100
People will get hungry! How many hamburgers and hot dogs should be prepared?
215 490 623

6. 10
How many apples should be bought for the bobbing-for-apples booth?
91 95 155

7. 1,000
Every person will receive a balloon. There will also be a water balloon toss. How many balloons will be needed?
1,320 1,755 975

8. 10
How many people will be needed to run the dunking booth? Watch out! Don't get wet!
83 27 56

9. 100
People will be thirsty! How many drink cups will be needed?
317 856 203

10. 10
The ball toss will be fun! How many pins will a player need to knock down to win a prize?
12 18 22

11. 10
Face painting will be a hit! How many bottles of paint should be bought?
17 33 49

12. 1,000
The carnival will be a huge success. How much money do we hope to raise for the school?
1,750 4,995 4,095

How to Use the Reproducible

Number of players: 2

Materials for each pair:

- copy of the gameboard
- 2 different-colored pencils
- 2 game pieces
- coin
- copy of the answer key

Teacher preparation: Make a copy of the answer key shown.

Object of the game: to correctly round more whole numbers

Playing the game:

1. Each player chooses a colored pencil and a game piece.
2. Each player places her game piece on the free space.
3. Player 1 flips the coin and then moves the number of spaces indicated on the code. Player 1 may move in any direction.
4. Player 1 reads the question in the space and then chooses one of the three numbers listed. She rounds that number to the place value on the pennant.
5. If her opponent agrees that the answer is correct, Player 1 circles that number with her colored pencil. If her opponent disagrees with the answer, then the answer is checked by the key. Player 2 then takes a turn in the same manner.
 - If the answer is *incorrect*, Player 1 remains on that space and does not circle the number. Player 2 then takes a turn in the same manner.
 - If the answer is *correct*, Player 1 circles the number and takes another turn.
6. If a player lands on a space in which all three numbers have been circled, she loses her turn.
7. When a player lands on the free space, she stays there until her next turn. On her next turn, she may go in any direction. When a player crosses the free space, she may continue on the trail in any of the three directions (but not in reverse).
8. The first player to circle 15 numbers is declared the winner.

Answer Key

1.	700	400	1,200
2.	100	400	200
3.	20	40	80
4.	2,000	3,000	3,000
5.	200	500	600
6.	90	100	160
7.	1,000	2,000	1,000
8.	80	30	60
9.	300	900	200
10.	10	20	20
11.	20	30	50
12.	2,000	5,000	4,000