

Capture on the 300 Chart Recording Shee

Record as an equation your starting number, the cards you use, and your ending number for each move.

Example: 116 + 50 + 10 - 3 = 173

11.

12.

M38 Unit 3

Capture on the 300 Chart

Date

You need

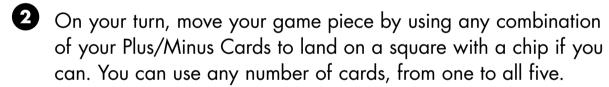
- 300 chart, taped together
- deck of Plus/Minus Cards
- 30 chips
- game piece for each player
- Capture on the 300 Chart Recording Sheet

Play in pairs or in 2 teams.

Place 30 chips on the 300 chart so each chip is on a different number.

Deal five Plus/Minus Cards to each player or team and place the remaining cards facedown on the table.

Players put their game pieces anywhere on the 300 chart to start.



- If you land exactly on a square with a chip, capture it by taking it off the board. You can capture only one chip during a turn, and it must be from the square you land on.
- Record your moves as an equation on the Capture on the 300 Chart Recording Sheet. For example, if you begin on 145 and use the cards +2, +10, -100, and +3, you record 145 + 2 + 10 100 + 3 = 60.
- Place the Plus/Minus Cards you used facedown in a discard pile. Take cards from the top of the deck to replace them. If the deck of Plus/Minus Cards is used up, shuffle the discard pile and turn it facedown on the table.
- 6 The first player or team to capture five chips wins.

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