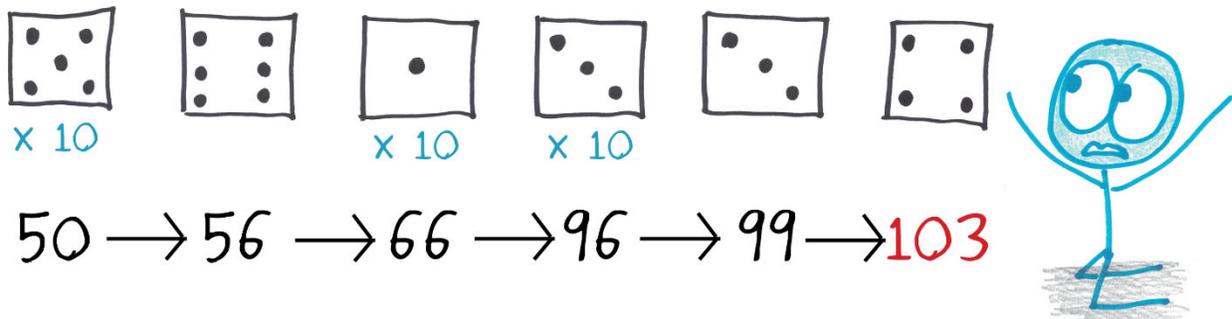


## 101 You're Out: *A Game of Place Value*

Math educator Marilyn Burns devised this charming game to teach place value to elementary schoolers. I find that it's good fodder for all ages, even decrepit old adults like myself.

To play, you roll a standard six-sided die. **After each roll, decide whether to leave the number as it is (e.g., 3), or to multiply it by ten (e.g., 30),** before adding it to your score. **Roll six times** in total. The goal is to **get as close as you can to 100, without going over.**



You may feel drawn to the so-called “greedy algorithm”: always multiply by ten, as long as there’s space to do so. Though useful as a starting point, this isn’t always a good idea. (For example, it’s foolish to leap up to 96 when you’ve still got two rolls remaining.) See if you can find a strategy that beats the greedy algorithm, or just play like me: making foolhardy and aggressive decisions, then sighing with sweet relief if luck bails you out.