Number Patterns

- Connect all the ice bars together to create a 100 grid. Explain that each space is equal to one unit (as a visual aid, add number cards or mark the top row with numbers 1–10). Start by demonstrating skip-counting by 2s: place a penguin on numbers 2, 4, 6, 8, and 10. Invite the child to extend the pattern in the next row while naming the numbers. Move on to skip-counting by 5s and 10s.

Polar Plunge

- Let’s find numbers on the 100 grid! Start with smaller numbers up to 20. Either call them out (“8!”) at random or roll two dice to find the sum (5 + 3 = 8). The child will then place a penguin on the matching number represented on the grid.

Uncharted Territories

- To add an element of mystery and game play, try this: think of any two-digit number up to 100, or roll two dice (e.g., a roll of 6 and 4 would produce the number 64).
Keep it Quiet: This Two-Digit Number is a Mystery!

- Your objective is to direct the child through the 100 grid, from 1 to the mystery number. Use more/less-type directions—“10 more,” “1 less,” and so on—exclusively in increments of 1 and 10. Have the child leave penguins on the numbers they move over, creating a path from start to finish. When the route is fully charted, review the steps taken to reach the destination. For an added challenge, perform the same activity, but this time start at 100 and work backward!