

# Race to 10 and back again!



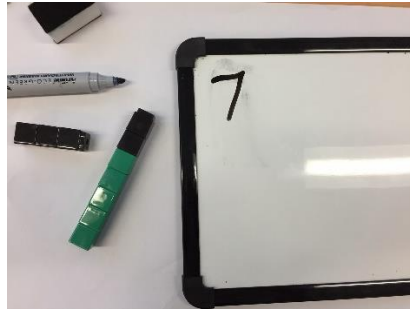
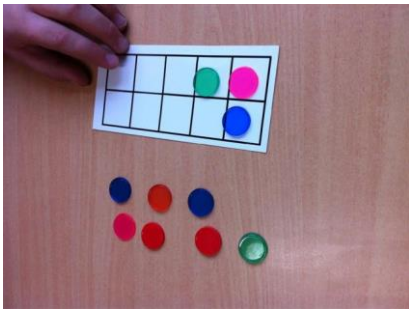
Each player needs:

- 10 counters (or unifix or bead rack)
- 1 x ten frames
- 1 dot die (1-3)

How to play:

The aim of the game is to 'race to 10'

1. Each player has one ten frame and 10 counters
2. take turns to roll the dice
3. take the number of counters after your roll
4. place the counters onto the ten frame
  - ⇒ "How many do you have?"
  - ⇒ "How do you know? / Prove it?"
  - ⇒ "How many more do you need to race to 10?" ... " or race to zero?"
  - ⇒ "What is one more?"
  - ⇒ "What is one less?"



5. The winner is the person with 10.

(☺☺☺) You must roll the exact number to get to 10 to win – for example if you have 7 and need 3 more, and you roll a 4.....too many! You need to roll a 3, 2, or 1)

6. Race to ten and back again to work to zero!

7. Record your total on whiteboard, number line, bead rack

What is the maths?

- Partitioning 10 ... total up to 10 in different ways.
- Addition and subtraction Building to 10 – '10 friends'