

Race to 90s and Back

Number of Students: Pairs or small groups

Materials:

- 1 game board per group
- 1 Spinner (0-9) per group
- 1 Spinner (0-30) per group
- 1 paper clip per group
- 1 pen or pencil (for spinner) per group
- Counters selection of different colours (1 counter of each colour per person)

Preparation:

Sufficient spinners need to be photocopied / printed

Spinner sheets need to be cut (two spinners per page)

Sufficient game boards need to be photocopied / printed.

Spinners and game boards can be laminated for longevity, although this is not strictly necessary.

How :

The game board is placed within reach of all the players.

Players begin by placing their counter on the zero on the game board. For each turn, a player spins both spinners, adds the indicated number to the number their counter is currently on, and moves to the new total. For example, if a player is on 12 and they spin a twenty and a 9, they add 29 to 12 and so move to 41.

When a player's total is more than 99, on their next move and all subsequent moves, instead of adding the numbers spun, they subtract them. The first player to get to 9 or less (or off the edge of the board) is the winner.

Players should be encouraged to state their addition in full each turn, eg. "Twelve plus twenty nine equals... forty one!"

It is helpful for students to recognise the patterns, ie. moving up or down is like adding or subtracting 10s while moving to the left or right is like adding or subtraction 1s. When students gain confidence they should be encouraged to add or subtract mentally, stating the total before moving their counters.