

Children can play with a partner or small group.

Each child will need 1 or 2 gameboards and 20 counters (unifix cubes). Each group needs 1 die (dot or numeral) and a +/- spinner.

The child tries to cover all 10 of the stars on the gameboard with the counters. On his/her turn, the player spins the spinner to see if they add or subtract counters from his/her board. Then he/she rolls the die and adds or subtracts that number from his/her gameboard. If a player has to take away more than he/she has on the gameboard, he/she misses a turn. If a child has to put on more counters than he/she has room for on the gameboard, he/she must get another gameboard. Play continues until a child reaches 10 exactly.

RACE TO TEN - ADD OR SUBTRACT?

