

"Make Ten"

Players: 2

Equipment: Game board each, 0-9 sided dice, counters

Method: Take turns to roll the die and call the numbers rolled. Say the number which is needed to make ten. Find the number on the grid and mark it with a cross/counter.

(ie if 6 is rolled call 4 and 6 makes 10, then cover the 4)

Play continues until one player is able to mark off four numbers in a row.

Variations: Play for a set length of time and see who has the most numbers covered.

Make other grids ie 'Make 100' or 'Make 20' with more dice.

1	6	9	2	10
9	8	3	6	4
5	7	4	9	2
6	8	7	10	5
3	4	8	3	1

7	1	2	5	4
4	10	7	8	1
10	1	6	3	2
6	8	9	5	3
5	9	10	7	2

1	2	3	4	5
8	1	5	7	6
3	2	8	6	10
9	10	4	3	4
5	6	7	8	9

8	2	3	7	6
4	9	1	10	5
1	5	7	8	2
7	10	4	1	9
2	9	6	10	3

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1	6	9	2	10
9	8	3	6	4
5	7	4	9	2
6	8	7	10	5
3	4	8	3	1

7	1	2	5	4
4	10	7	8	1
10	1	6	3	2
6	8	9	5	3
5	9	10	7	2

1	2	3	4	5
8	1	5	7	6
3	2	8	6	10
9	10	4	3	4
5	6	7	8	9

8	2	3	7	6
4	9	1	10	5
1	5	7	8	2
7	10	4	1	9
2	9	6	10	3

8	3	7	4	1
5	9	9	1	6
2	10	1	4	8
5	7	3	5	10
3	6	9	7	2

6	1	4	8	2
2	5	9	3	10
8	1	6	8	6
4	7	10	4	3
10	5	2	7	9