

RACE TO THE MOON

ADDING TO 10

Age range: Kindergarten +

Number of players: 2 or 3

Learning: Add with numbers to 10

You will need

- 20 counters in different colors (one color per player)

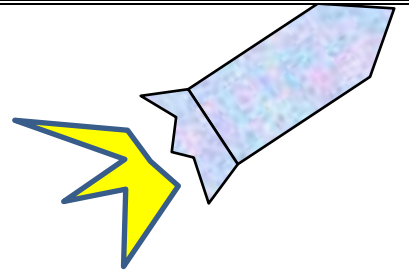
Instructions

- Choose an addition you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head.
- If you are right, you place a counter. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally).

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.

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0	1	2	3	4	5	6	7	8	9	10
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Who will be first to get from Earth to the Moon?

3+6

5+4

4+5

0+9

5+4

6+3

2+1

6+2

2+3

1+7

3+2

3+7

4+1

1+7

0+7

3+5

3+5

2+5

2+5

5+5

7+3

1+7

2+5

5+2

4+4

3+5

1+7

4+4

0+4

1+4

1+8

4+6

4+4

2+4

7+3

5+5

1+8

3+4

9+0

6+3

7+0

1+5

4+5

9+1

5+3

6+1

3+3

2+4

1+5

1+5

0+6

9+1

0+8

4+5

8+0

2+6

3+7

6+4

