Addition & Subtraction

Race to Ten

1. Start with an empty Working-Space paper.
2. Cover the dots with counters on the paper. Roll the number cube to see how many to add or subtract.
3. The player who gets ten dots covered first is the winner.
4. Spin the spinner to find whether to add or subtract counters.
5. Take turns moving counters. You miss a turn if you don’t have enough cube to take off.
6. If you have more counters than space available, start a new page.
7. Take turns until one player’s turn ends with exactly ten counters on the paper. She/he is the winner.

Things You Need:
- Counters
- Plus-or-Minus Spinner (See Materials Preparation, pg.15)
- 1-6 Number Cubes (1 per pair) See materials preparation pg. 14
- Working-Space Papers (1 or 2 per child) [BLM# 1]
- Prep: Duplicate BLM 98 and cut apart the # trains. For each game board, mount 2 number-train outlines (end to end) on a tag board strip about 2” X 16” long.

This game helps to distinguish between the plus and minus sign and to use them correctly. Play begins with 20 cubes on the game board. The goal is to be first to clear the board.