Clear the Deck

1. Fill the game board with 20 counters.
2. Take turns spinning the spinner and rolling the number cube to see whether to add counters or to take them off the game board. For example, if the spinner says minus. I rolled a four. Then take four off the board.
3. If a player’s spins and rolls won’t fit on the board, they lose a turn.
4. The winner is the first to clear the deck.

Things You Need:
- Counters
- Clear-the-Deck Game Board (1 per child) [BLM #74]
- Numbers Cubes, 1-6 or 4-9 (1 per pair)
- Plus-or-Minus Spinner (1 per pair)
- Preparation: Cut each copy of BLM #74 along the dotted line to make two game boards, each with two ten-shapes.
- Pages 36-37

This game helps children distinguish between the plus and minus signs and to perform the correct operation. The goal is to be first to clear the deck or clear off the board.