

Race to 20

Object of the Game

Players take turns rolling a die and using counters to build that number on their double ten frames. The player who reaches or goes over 20 first wins.

Materials

2 double ten frames

25 counters of two color

1 die for each pair of players

Math Concepts

- Students build fluency with addition within 20.

How to Play

1. Player A rolls the die and uses one color of the counters to build that number on their double ten frames.
2. Player B rolls the die and uses the same color of the counters to build that number on their double ten frames.
3. Player A rolls the die and uses a different color of counters to build that number on their double ten frames.
4. Player B rolls the die and uses the same color of counters that Player A just used to build that number on their double ten frames.
5. Play continues until one player reaches or goes over 20. If the player goes over 20, place any additional counters below the ten frames.
6. Each player records the number sentence that matches his or her rolls for the game on a sheet of paper. For example, if Player A rolls a 6, 5, 2, 3, and 5, they should then record $6+5+2+3+5=21$.

Math Talk

I rolled ___. ___ plus ___ more equals ___.

I have ___. I hope I roll a ___.

My number sentence is _____.

Variations

Race to 10

- Students can play Race to 10 by using only one ten frame.

Race to 50

- Students can play Race to 50 by using a 100 chart and 2 dice.

Race to 100

- Students can play Race to 100 by using a 100 chart and 2 dice.

Race to 20

