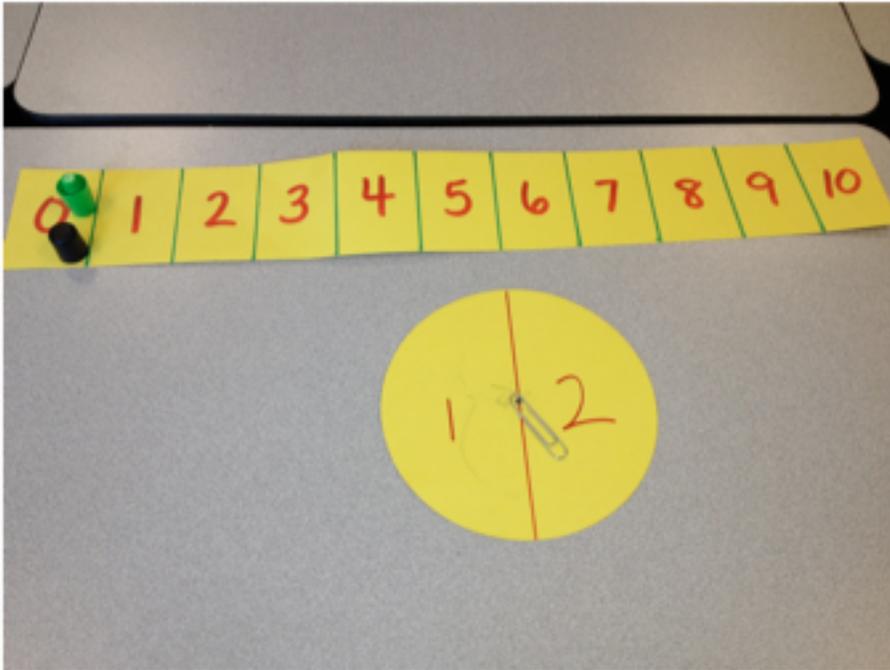


RACE TO 10 (A board game that can be used at any time!)

Lesson Goal:

Students will use a game board from 0 to 10, similar to a number line, to practice counting on.



Concepts:

- Numerical magnitude comparison
- Number line estimation
- Counting
- Numeral identification
- Counting on

Materials:

- Game board with equal spacing and labeled 0 to 10.
- A spinner with 2 sections labeled 1 and 2.
- Game pieces.

Lesson: Pairs

Introduce the game to the class:

“We have another number line and we have the numbers zero to ten on it...”

Explain:

“We are counting on...if you spin a two, you move two spaces but you aren’t counting one-two, you count the numbers you land on”. For example, if you are on square 5 and spin a 2, then you would count on “six, seven”.

Use a board game from 0 to 10 and a spinner with 2 sections (1 and 2). Spin to see if you move 1 or 2 spaces. Students count out loud the number they are landing on when moving their game piece. For example, if the

game piece is sitting on 2 and the student spins a 2, the student will say “three, four” which are the numbers the game piece touches. Students do not say “one, two” while moving their game piece. The first person who gets to 10 wins. Must land directly on 10, cannot go past.

Variations:

- Race to 10 and back again.
- Race to 20 or 30...
- Use a spinner partitioned into 3 or 4 equal parts with numbers 1-3 or 1-4.

Key Questions:

- What strategy did you use when counting on?
- What would happen if we used a spinner with 4 numbers on it?

This lesson stems from Ramani and Siegler (year), where the researchers asked students to play the game on three occasions for 20 minutes each time. The students who played the game by counting on each time, later outperformed their peers on numeracy tasks.