

RACE TO THE MOON

ADDING 10

Age range: 2nd Grade +

Number of players: 2 or 3

Learning: Adding ten on to different 2-digit numbers

You will need

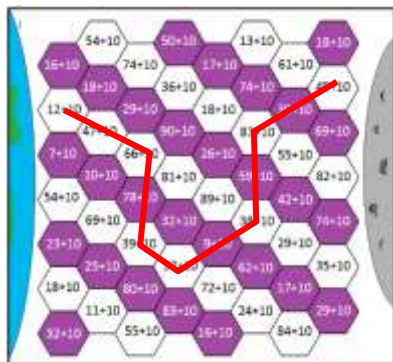
- Each player will need 20 counters of their own color.
- calculator (optional)

Instructions

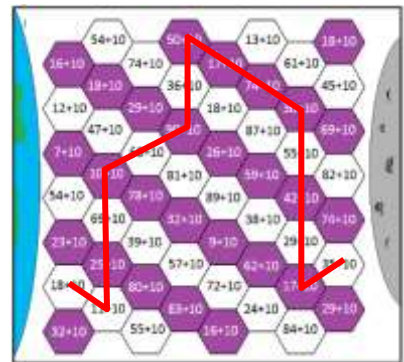
- Choose an addition sum you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or on a calculator).
- 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). See below.

Variations

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



Examples of winning paths.



RACE TO THE MOON



ADDING TEN

0	10	20	30	40	50	60	70	80	90	100
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Who will be first to get from Earth to the Moon?

54+10 50+10 13+10 18+10
16+10 74+10 17+10 61+10
18+10 36+10 74+10 45+10
12+10 29+10 18+10 30+10
47+10 90+10 87+10 69+10
7+10 66+10 26+10 55+10
10+10 81+10 59+10 82+10
54+10 78+10 89+10 42+10
69+10 32+10 38+10 74+10
23+10 39+10 9+10 29+10
25+10 57+10 62+10 35+10
18+10 80+10 72+10 17+10
11+10 83+10 24+10 29+10
32+10 55+10 16+10 84+10



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