

RACE TO THE MOON

ADDITION TO 20

Age range: 2nd Grade +

Number of players: 2 or 3

Learning: Adding with numbers to 20

You will need

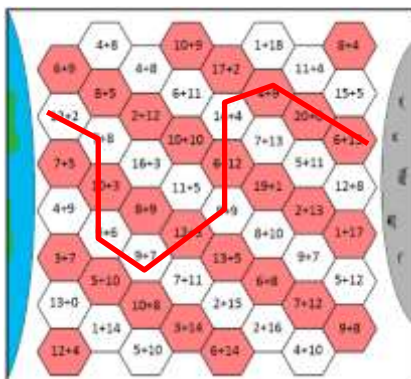
- Each player will need 20 counters of their own color.
- calculator (optional)

Instructions

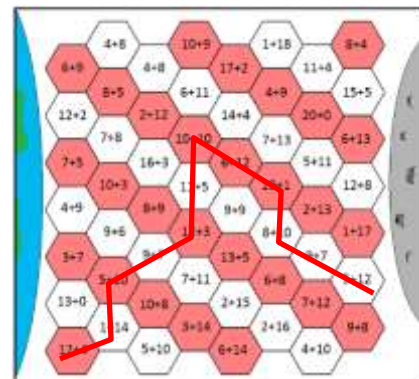
- Choose an addition sum you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or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



ADDITION TO 20

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Who will be first to get from Earth to the Moon?

4+8 10+9 1+18 8+4

6+9 4+8 17+2 11+4

8+5 6+11 4+9 15+5

12+2 2+12 14+4 20+0

7+8 10+10 7+13 6+13

7+5 16+3 6+12 5+11

10+3 11+5 19+1 12+8

4+9 8+9 9+9 2+13

9+6 12+3 8+10 1+17

3+7 9+7 13+5 9+7

5+10 7+11 6+8 5+12

13+0 10+8 2+15 7+12

1+14 3+14 2+16 9+8

12+4 5+10 6+14 4+10

