

Race to the Tree

By Top Ten Mathematics

Each student has a bead slider in front of them (0-10 or 0-20) and a mini figurine as their 'racing character.'

Roll a 3-dot dice to race to the tree (place the 'tree' token at the finish line).

Extension 1: Work out how many to go until they reach the tree each time.

Extension 2: Work out the difference between their and their partner's position each turn.

Extension 3: Use the 0-20 number line, but start the character at 10. Pull cards instead of rolling the dice. A red card makes you go backwards. A black card makes you go forwards. If you go below zero, you wipeout and restart at 10. If you reach 20, you win! Record each addition and subtraction equation as you play.

