

Race to Gold/ Race to 50!

Equipment

- 1 small handful of red counters and 1 small handful of blue counters
- 10 yellow counters
- 1 x 6 sided die
- 1 x 30 frame or Race to Gold game board for each pair

Aim—To be the first player to reach 5 gold nuggets! (first to 50)

Instructions

- Both students play the game on the same game board. One player chooses red and the other player blue. The middle 10 frame is for the 'gold nuggets'
- Each player takes turns to roll the die for their partner.
- Once the die is rolled a player places or adds the corresponding number of counters on their side of the game board. If a player fills each of the boxes in the 10 frame they will need to trade their 10's for 1 'gold nugget' (yellow counter) and place the remaining number of counters on their 10 frame (e.g. if a player has 8 counters and rolls a 4, they would collect 4 counters and place 2 on the board on their 10 frame, the remaining 2 counters could be placed next to their 10 frame. The player then trades all 10 counters for 1 yellow counter and places the remaining 2 counters back on their 10 frame).
- The second player then takes their turn, with player 1 rolling the die for them.
- The game continues until one player reaches 5 gold nuggets/counters.

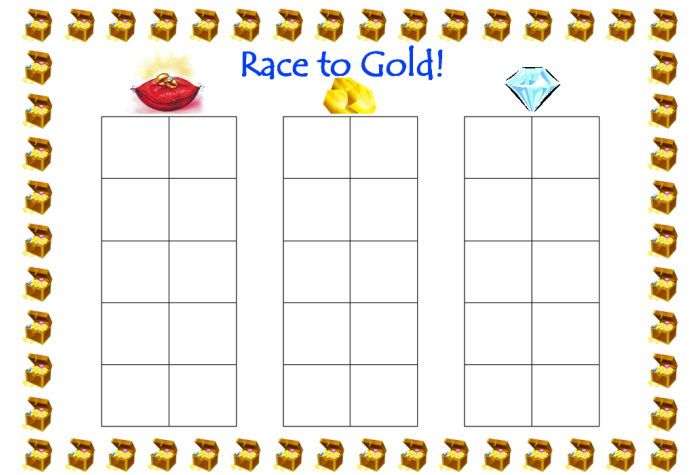
Variations

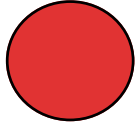
Race to 100—Play with a 50 frame board. Students will need to reach 20 before trading for a gold 'nugget'

Subtract—Start with 5 gold 'nuggets' and take the gold away. Use with 30 and 50 frames.

Teaching Points

- Building the language of renaming the tens (10 of those for 1 of these)
- Bridging through the tens - (e.g. 8 and 4 is 10 and 2 more)
- Addition/subtraction number sentences—formal and informal recording and verbalising (e.g. 8 and 4 is 12)





Jackpot \$1 000



Jackpot!





Jackpot \$1 000

Equipment

- small handful of yellow, blue and green counters
- 1 red counter
- 2 x 6 sided dice or 2 x 0-9 sided dice
- 30 frames or Jackpot \$1 000 game board
- 1 x \$1 coin, 1 x \$10 note, 1 x \$100 note
- 2 x Recording pages
- Non-slip mat

Aim—To be the first player to reach the jackpot!

Instructions

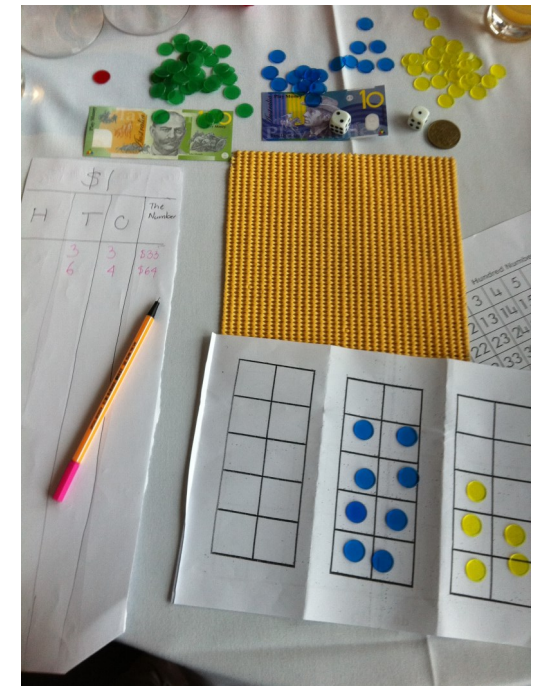
- Both players play the game together, adding to each others total as they are going along. The first player to reach Jackpot is the winner.
- Each student takes turns to roll the dice for their partner.
- Once the dice are rolled the die on the left becomes the ten and the die on the right becomes the ones. (e.g. rolling a 3 and 6 becomes 3 tens and 6 ones). The player then adds the number of counters to match the numbers rolled. (the counter colours should correspond with the money amounts). They then record the amount on their recording sheet and say what they have to their partner (e.g. "I have 3 of the tens and 6 of the ones, I have 36 dollars"). The next player then repeats the process adding to the counters/amount already on the board.
- Once the game has reached \$900 only 1 die is needed.
- The game continues until 1 player reaches \$1 000 or Jackpot.

Variation

- Once students have reached Jackpot, work backwards towards becoming 'bankrupt'

Teaching Points

- Building the language 'I have 1 of the hundreds, 2 of the tens and 5 of the ones. I have 125 dollars.'
- Working with 0's (it still requires a place)
- Working backwards (requires higher order thinking skills)
- Exploring efficient strategies and formal recording opportunities (e.g. How would you take \$36 away from \$1000)





Jackpot \$100



Jackpot!



