



## Printables for “Number After Race (10 to 30)”

KNIPG ID # Nf 1112.4 – RED

This file contains printables for a small group of students.

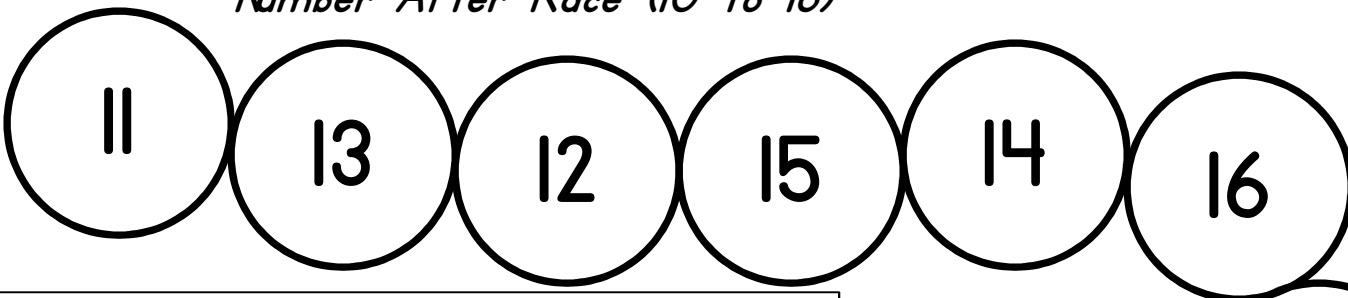
- Number After Race (10 to 16) Game Board.
- Number After Race (15 to 30) Game Board.
- Blank Number Race Game Board.

Teachers will need to provide game tokens. Number After Race (10 to 16) Game Board should be paired with a cube labeled {10, 11, 12, 13, 14, 15} and the Number After Race (15 to 30) Game Board should be paired with a cube labeled {13, 19, 20, 21, 25, 29}.

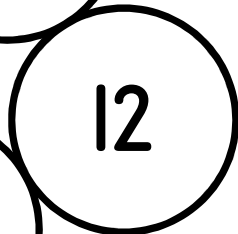
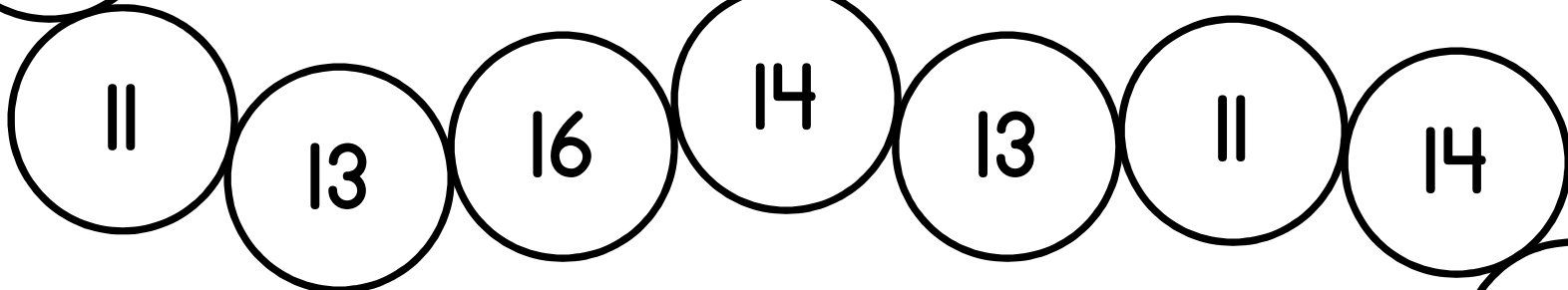
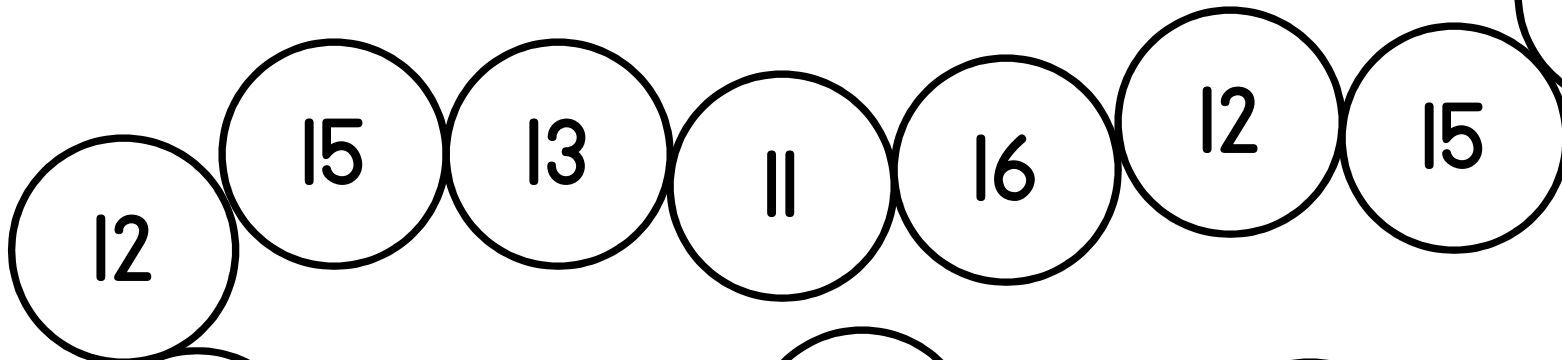
**Teacher Notes:** This activity was revised August 2013. It was originally titled "Coverall." A blank game board is included for teacher created variations. If a student is struggling to determine the number before, refer to levels 1 and 2 of this task group for suggestions in using numeral cards or a numeral track to offer extra support. Adapt by using cards or numeral track inserts within the range 10 to 30.

*Number After Race (10 to 16)*

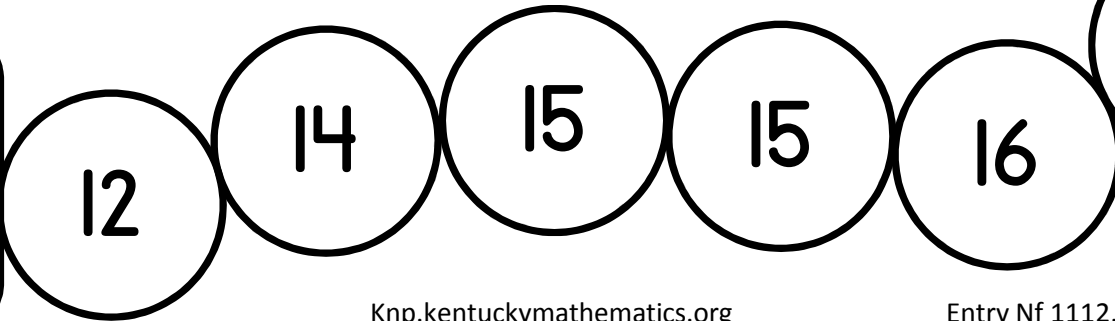
Start



- 1. Roll a number cube with sides labeled 10, 11, 12, 13, 14, 15
- 2. Move your token to the next space containing the number after the number rolled.

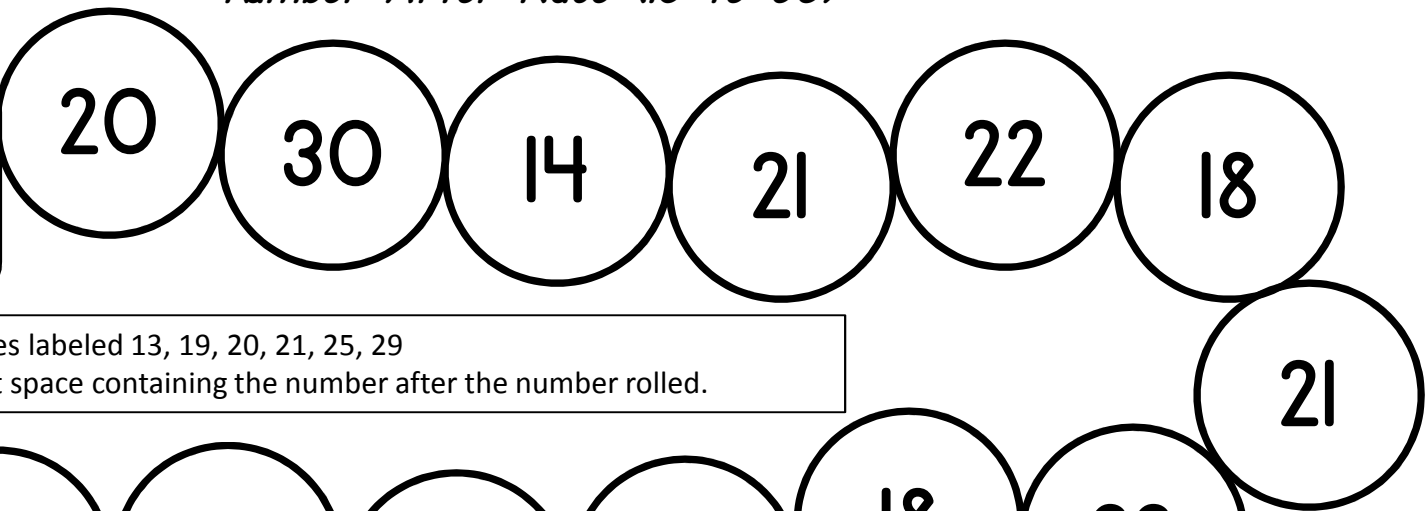


16 14 11  
**Winner**  
15 12 13

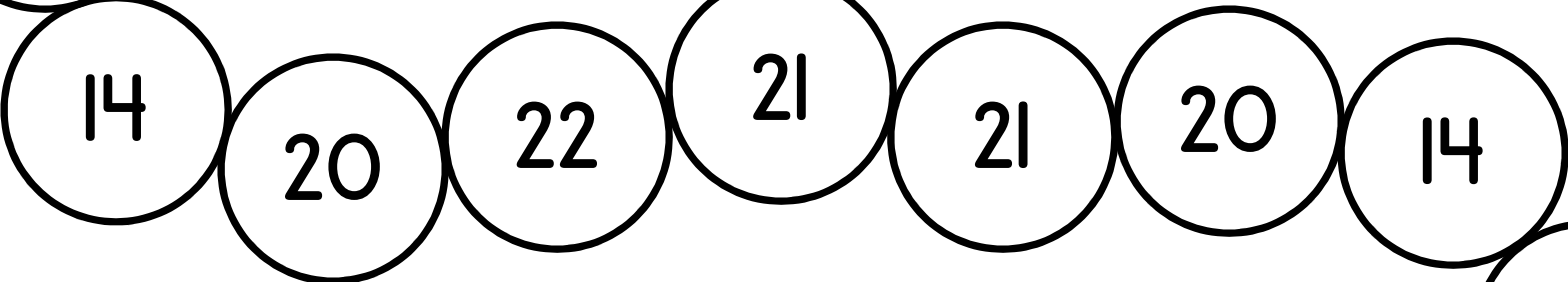
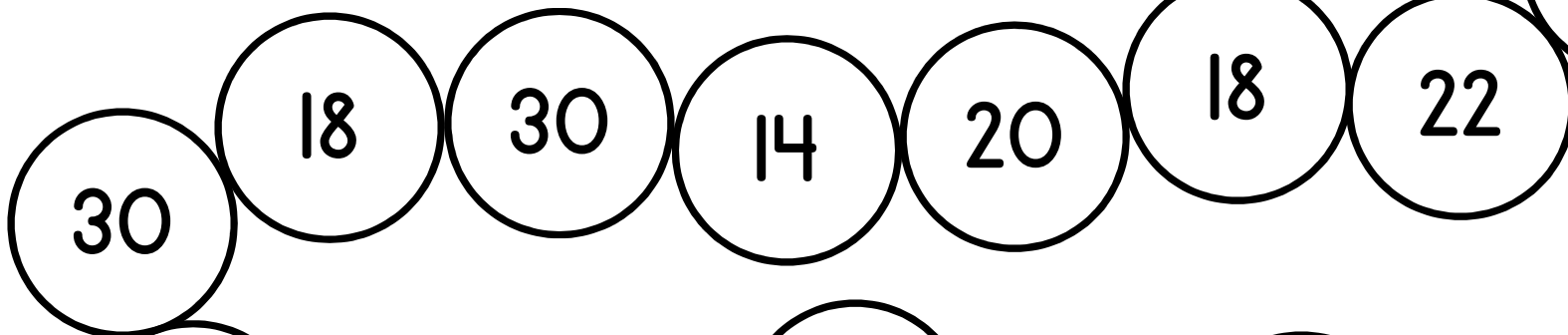


*Number After Race (15 to 30)*

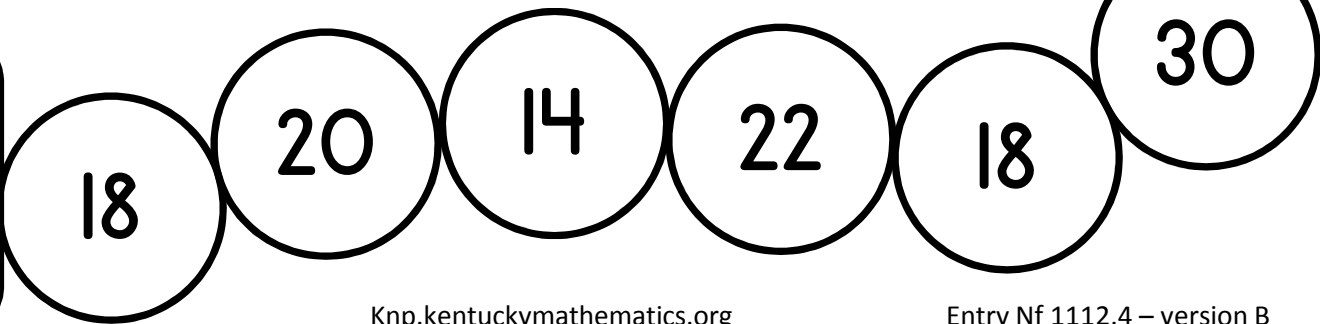
Start



1. Roll a number cube with sides labeled 13, 19, 20, 21, 25, 29
2. Move your token to the next space containing the number after the number rolled.



18 14 22  
**Winner**  
 21 20 30



**Start**

Label a number cube with 6 numbers. Fill circles randomly with the numbers after the numbers on the cube. Write all numbers after in the winner space. On a player's turn, the player will roll the cube and move his/her token to the next space containing the number after.



**Winner**