



Printables for “Number Before Race (within 100)”

KNIPG ID # Nf 1112.5 – BLUE

This file contains printables for a small group of students.

- Number After Race (within 100) Game Board.
- Blank Number Race Game Board.

Teachers will need to provide game tokens. Number After Race (within 100) Game Board should be paired with a cube with sides labeled {39, 49, 59, 69, 79, 89}.

Teacher Notes: This activity was revised August 2013. It was originally titled "Coverall." This activity targets "crossing the decuple", a common hurdle for kids when counting within 100. However, if a student is struggling in other places within the counting sequence, the blank gameboard can be used to create a customized game. For students who are making frequent errors, it may be helpful to have the student sort numeral cards into "decade families", then sequence the decade families in order. When crossing the decade, some students find it very helpful to think about the act of "crossing" from one decade family to the next. Work with sequencing decade families is supportive for this kind of thinking. Another supportive setting is a numeral roll (especially one with the decade families in alternating colors). The student can find the number he or she rolled and identify the number after. The color coding encourages the student to see that transition from one decade family to the next. See activity Nf 1113.5 for more information about numeral rolls.

Number After Race (to 100)

Start

40 70 60 90 50 80

90

60 40 70 60 80 50

80

70 50 40 90 40 90 50

70

40 60 50 60 80

40 70 60


Winner

90 50 80

40 60 50 60 80 70

1. Roll a number cube with sides labeled 39, 49, 59, 69, 79, 89

2. Move your token to the next space containing the number after the number rolled.



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