

## Race to Write (up to 6)

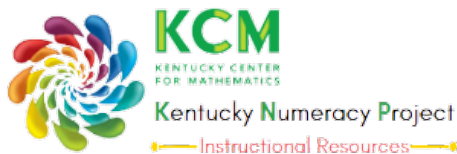
**I am learning to recognize regular patterns to 6 and write the matching numeral.**

**Materials:**

dot die 1 to 6, writing space

**Directions:**

1. One player (or the teacher) rolls the die.
2. The other players race to write the matching number.
3. The first player to write the number correctly wins a point. The player who rolled the die is the judge and decides who wins a point.
4. Take turns rolling the die and being the judge.
5. The first player with 5 points wins.



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