KNP ID # S 2207.1, Red

Task Group: Race to Write

Kentucky Academic Standard(s): KY.K.OA.3, KY.K.OA.5

**Numeracy Target: Facile structures to 5** 

## **Race to Write (combinations of 5)**

## I am learning to determine what goes with a number to make 5.

## **Materials:**

die with sides labeled 0, 1, 2, 3, 4, 5, writing space

## **Directions:**

- 1. One player (or the teacher) rolls the die.
- 2. The other players race to write what goes with the number rolled to make 5. For example, if a 1 is rolled, students should write "4".
- 3. The first player to write the correct number 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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