

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.

