

Race to Write (combinations of 10)

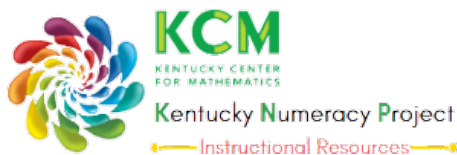
I am learning to determine what goes with a number to make 10.

Materials:

0-9 die (or 1-6 cube), 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 10. For example, if a 1 is rolled, students should write "9".
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.



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