KNP ID # S 2207.5, PinkFluencyTask Group: Race to WriteKentucky Academic Standard(s): KY.1.0A.4, KY.1.0A.6, KY.2.0A.2Numeracy Target: Facile structures to 20

## **Race to Write (combinations of 20)**

I am learning to determine what goes with a number to make 20 without counting by ones.

## Materials:

numeral cards 0-20, writing space

## Directions:

- 1. Place cards in a stack face down.
- 2. One player (or the teacher) turns over a card.

3. The other players race to write what goes with the number to make 20. For example, if a card shows 8, students should write "12".

4. The first player to write the correct number wins a point. The player who turned over the frame is the judge and decides who wins a point.

- 5. Take turns turning over cards and being the judge.
- 6. The first player with 5 points wins.



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