Racing Bears

Game 2, pg. 25 (Foundational Fact Set - Addition and Subtraction)
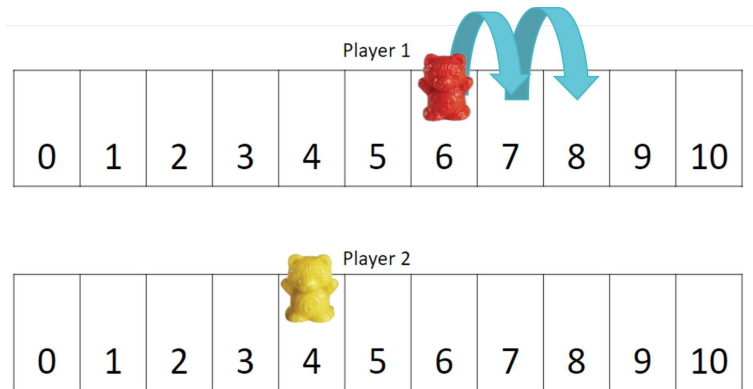
Game Goal: Be the first to the end of the race track.

Materials: one shared Racing Bears gameboard 0-10, two plastic bears or two counters (one per player), a die labeled +0, +0, +1, +1, +2, +2, *recommended:* one recording sheet per player

How to Play (2 players):

1. Players start their bears at 0.

2. Using the die labeled as +0, +0, +1, +1, +2, +2, Player 1 rolls the die and moves their bear the appropriate number of spaces.

3. Player 1 describes movement of the bear. *For example: A player is on 6 and rolls +2. The player might say "6 and 2 more is 8" or "6 plus 2 equals 8."*

4. If developmentally appropriate, the players record the number sentence on their recording sheet.

5. Repeat all steps for Player 2.

6. The first bear to land exactly on 10, or the designated end point, wins the race.

Game in Action:

My bear was on 6 then I rolled +2; now I am on 8. 6 plus 2 equals 8.

Racing Bears Variations (pg. 25):

- **Game 3:** Bears Race to 0: Label a die -0, -0, -1, -1, -2, -2. Players begin at 10 and race to 0.
- **Game 4:** Bears Race to Escape: For example, label a die -0, -1, +1, +1, -2, +2. Players begin at 5 and race to reach 0 or 10 first.

Racing Bears

**Game 2: Extended to 20, pg. 25 (Foundational Fact Set - Addition and Subtraction)**

Game Goal: Be the first to the end of the race track.

Materials: shared Racing Bears gameboards 0-10 and 11-20, two plastic bears or two counters (one per player), a die labeled +0, +0, +1, +1, +2, +2, *recommended:* one recording sheet per player.

How to Play (2 players):

1. Players place the Racing Bears gameboards 0-10 and 11-20 from end-to end as pictured below, then place their bears at 0.

2. Using the die labeled as +0, +0, +1, +1, +2, +2, Player 1 rolls the die and moves their bear the appropriate number of spaces.

3. Player 1 describes the movement of the bear. *For example: A player is on 9 and rolls +2. The player might say "9 and 2 more is 11" or "9 plus 2 equals 11."*

4. If developmentally appropriate, the players record the number sentence on their recording sheet.

5. Repeat all steps for Player 2.

6. The first bear to land exactly on 20, or the designated end point, wins the race.

Game in Action:

My bear was on 9 then I rolled +2; now I am on 11. 9 plus 2 equals 11.
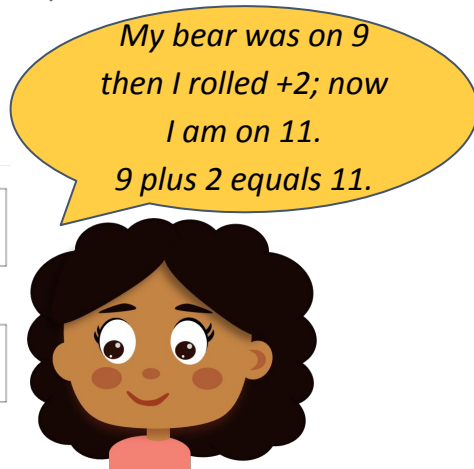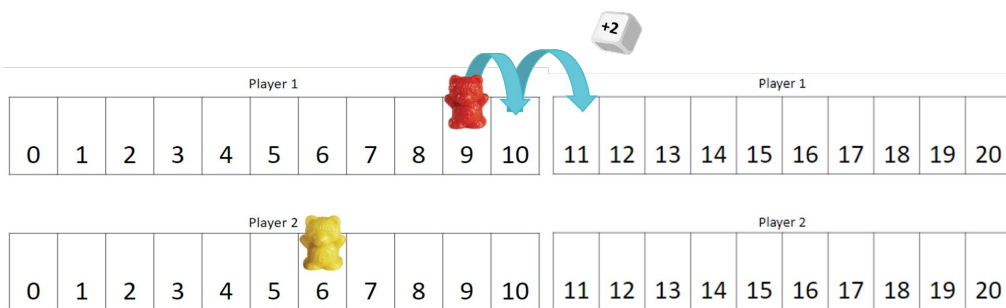
Racing Bears Variations (pg. 25):

- **Game 3:** Bears Race to 0: Label a die -0, -0, -1, -1, -2, -2. Players begin at 20 and race to 0.
- **Game 4:** Bears Race to Escape: For example, label a die +0, -1, +1, -2, +2, +2. Players begin at 10 and race to reach 0 or 20 first.