

10 Ahead

How to Play

Play with a partner. Take turns.

- 1 Put your ● on **START**.
- 2 Spin the .
- 3 Count by ones. Move your ● that number of spaces.
- 4 If you land on a ■, move ahead 1 ten.
- 5 If you land on a ■, move back 1 ten.
- 6 The first player to get to **END** wins.

You will need



START

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

END

Spinner Tips

How to assemble spinner

- Glue patterns to poster board.
- Cut out and attach pointer with a fastener.

Alternative

- Students can use a paper clip and pencil instead.

