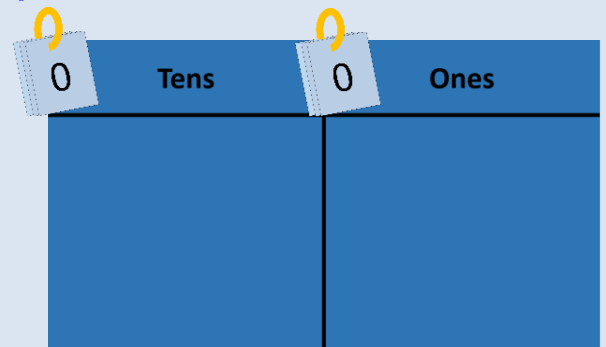


Race to 99 – A place value game for maths groups: Instructions

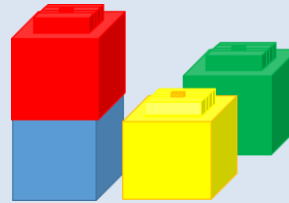
Each child needs:

- a tens and ones board
- two sets of cards numbered 0 – 9, one set for the tens and one set for the ones.



For the group you need:

- a large quantity of interlocking blocks
- a dice



Note: Alternatively, pop sticks can be used and bundled in groups of ten with rubber bands.

Aim of the game:

To be the first to collect 99 blocks (or the one with the greatest number of blocks at the end of the game).

To start

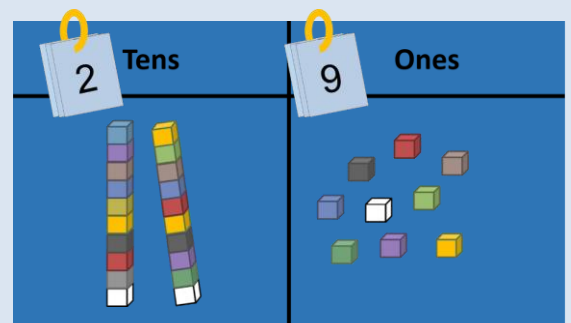
- Children place their *tens and ones board* in front of them.
- They place their number cards beside the words *tens* and *ones*, with 0 showing on each set.
- The blocks are placed in the middle, easily accessible to all children.

How to play

Children take turns to roll the dice and collect the number of blocks corresponding to the number rolled.

At each turn, players:

- state the number of blocks they already have; for example, at the beginning they have “zero – 0 tens and 0 ones”. Later in the game they may have “twenty-nine – 2 tens and 9 ones.
- roll the dice and count out that many more blocks to add to the ones side of their board.
- ask, “Do I have enough to make a ten?” If they have 10 or more blocks, they should snap 10 together to form a tower, and move them across to the tens side.
- state the number of blocks they have now; for example, “3 tens and 4 ones, that’s thirty-four”.
- show the number cards to match the number of blocks.



Remember: Only connected towers of ten go on the tens side, separate ones stay on the ones side.