

Race to Twenty:

Use a double ten-frame mat.

Have students roll a dice and place counters on the mat to match the number rolled. The student who puts a counter on the 20th square wins. (Students should fill the frames in order not randomly.)

As they play ask questions such as: How many counters do you have altogether? How do you know? How many more do you need to make 20? How do you know? This activity can be extended by changing the ten-frame mats to hold 3, 4, or 5 ten frames. It can also be played in reverse by having students fill the ten frames and then roll to remove counters.

Students could be asked to state number sentences at each turn. Either how many they added and how many there are now or how many there are and how many would be needed to get to 20.

