

Activity 1: Play the game, *Double Ten Frame Race*.**Players:** 2 to 4**Materials:**

- One Double Ten Frame for each player (Print page 2.)
- 20 counters for each player (Use small items such as buttons, pennies, or colored slips of paper.)
- Dice

Directions:

1. The youngest player starts, followed by the person to his or her left, and continuing in a clockwise direction.
2. Players take turns rolling one die and taking that number of counters. Each player places the counters in his or her ten frames.
3. The winner is the first player to fill exactly two ten frames.

As you play this game with your child, talk about the numbers and ask questions similar to the following:

- How many counters are in your ten frame?
- Who is closest to filling two ten frames?
- What do you need to roll to order to win?

Activity 2: Play the game, *Number Hunt*.**Players:** 2 to 4**Directions:**

1. Each player searches for an item of which there is only one in the entire room, but does not identify where it is. It might be a stuffed animal, lamp, toy box, etc.
2. Players return to a central location.
3. Players take turns showing the others his or her item of which there is only one.
4. Once every one in the group has shared, award points. Those finding an item, of which there is only one in the entire room, earn one point. Those finding an item that was different from all the other items, earn two points.
5. Each player searches for two items that are the same, but different from all the other items in the room. There might be two matching chairs, two hair ribbons in someone's pigtails, etc.
6. Continue steps 2 through 4.
7. Each player searches for 3 like items, 4 like items, 5 like items, etc. The game continues until you cannot find a set of objects for a given number. The winner is the player with the highest score.

Double Ten Frame Race

