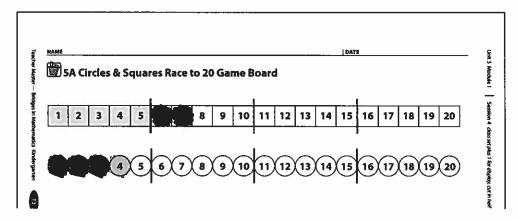


Work Place Instructions 5A Circles & Squares Race to Twenty

Each pair of players needs:

- 1 die numbered 0-5
- 1 Circles & Squares Race to Twenty Game Board
- 4 crayons in different colors
- 1 Partners determine which player is the circle and which is the square. Circles go first.
- 2 Player 1 rolls the die and colors in that many circles on the game board. (Example: If a 2 is rolled, 2 circles are colored.)
- 3 Player 2 rolls the die and colors in that many squares on the game board.
- 4 Before starting the next round, both players compare where they are on the number line. They answer the questions:
 - · Who has more?
 - Who has less?
 - Who is closer to 20?
 - · How many more to make 20?
- 5 Players continue to take turns, alternating between their two colors on each turn.

Note Continue to remind students to color the amount rolled on each turn. Sometimes, students will roll a 3 and color in 3, and then on their next turn, they'll roll a 5, and color in 2 more for a total of 5, instead of coloring 5 more. Once five or six have been filled in, this won't be an issue.



6 The first player to reach 20 exactly wins the game.

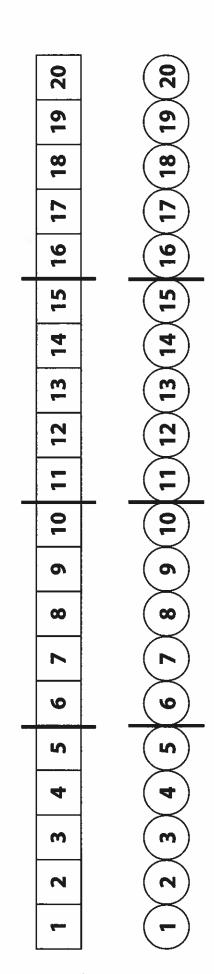
Game Variations

- A Players use a die dotted 1-6.
- B Players play only to 10.
- C After reaching 20, players play the game backward to 0, subtracting the amount rolled.

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5A Circles & Squares Race to Twenty Game Board

DATE



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