

Jumping to 50

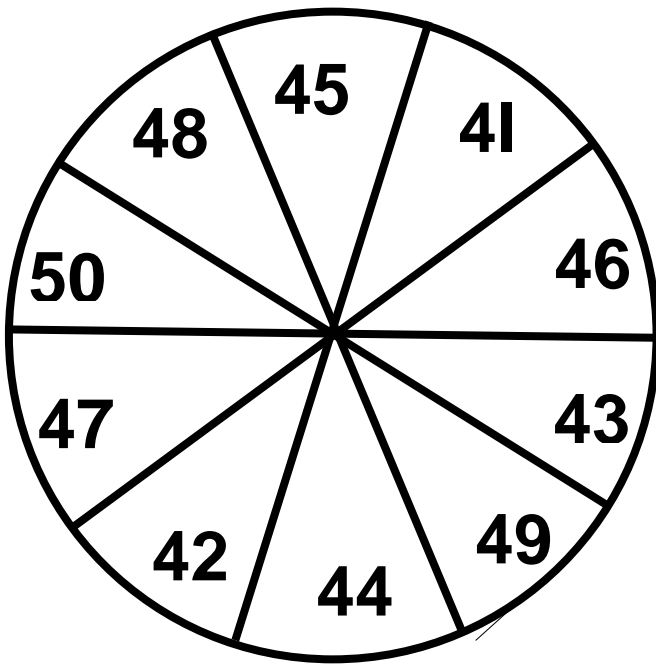
1	5	7	4	9
3	0	6	2	7
5	4	8	1	4
9	8	5	3	6
7	6	2	9	8

Materials: “Jumping to 50” spinner, two types of counters

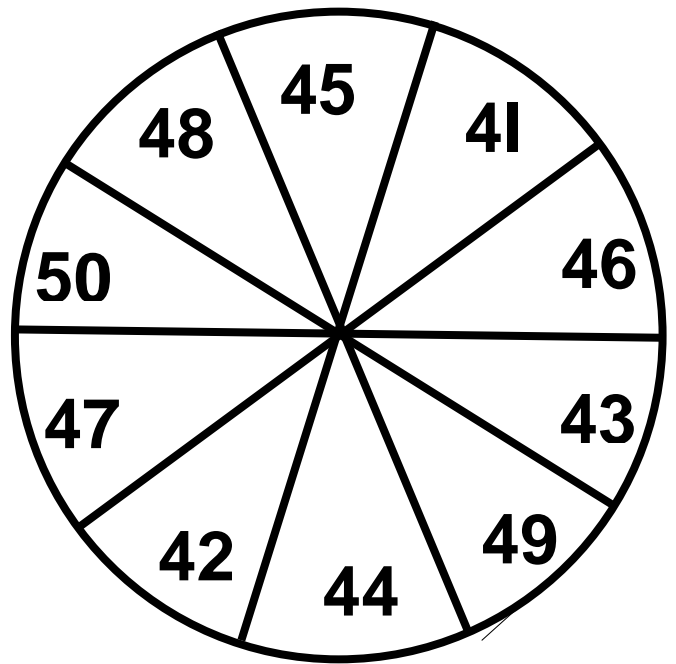
How to play:

1. Spin the spinner to identify the starting number.
2. Determine the jump needed to reach 50. For example: If you spin 47, you would cover 3 because $47+3=50$.
3. Players take turns.
4. The winner is the first player to get three counters in a row.

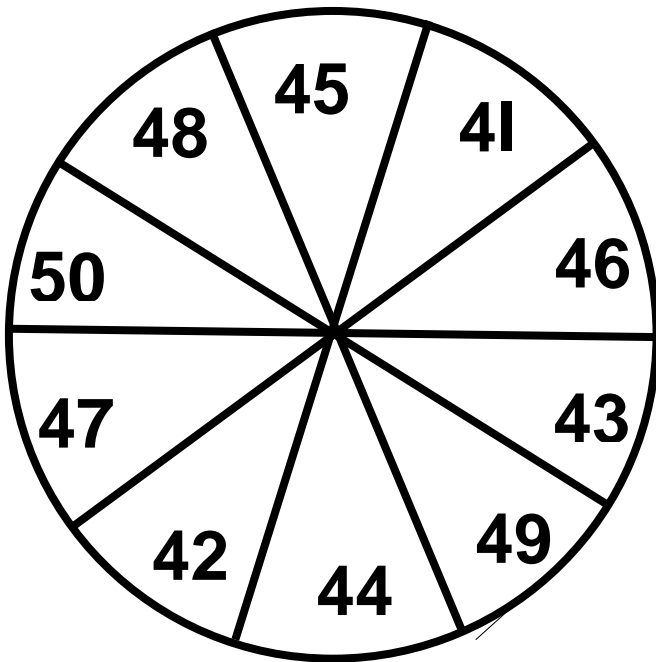
“Jumping to 50” Spinner



“Jumping to 50” Spinner



“Jumping to 50” Spinner



“Jumping to 50” Spinner

