

Jumping to 50 game

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

Object: cover three in a row with your counters.

Materials: jumping to 50 spinner, two types of counters.

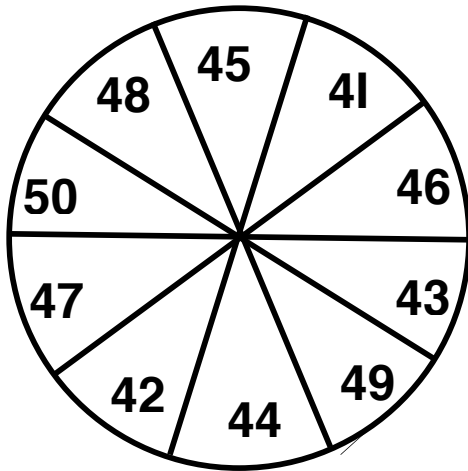
How to play:

- 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.

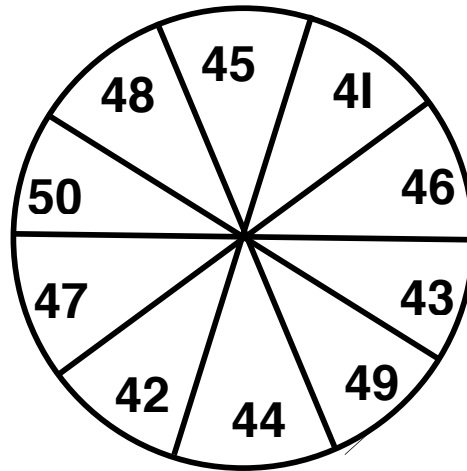
Teaching Number in the Classroom with 4–8-Year-Olds

Chapter 6 Supplementary Resource

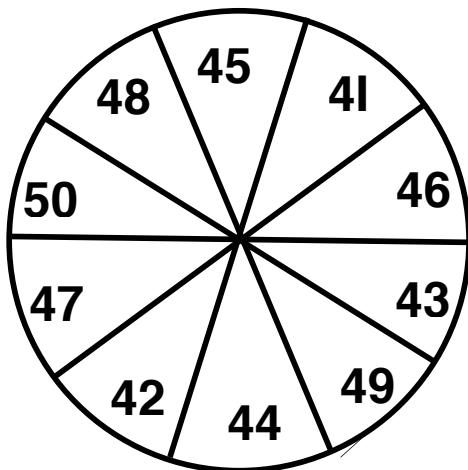
Jumping to 50 spinner



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