## 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
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