

Great Race

2-6 players

Materials- Great Race Game Board,
6 Game Markers (represents the racers)
2 Dice

How to Play:

- 1- A game marker is placed in EACH starting position.
- 2- Player 1 rolls the dice and the numbers rolled are added together.
- 3- The sum determines which game marker will move 1 space toward the finish.
- 4- Player 2 rolls the dice and the numbers rolled are added together.
- 5- Continue rolling until ALL of your racer markers reach the finish line.

Modification: Use the blank game board to create versions of the game.

(Consider multiple mediums that students could practice with: dice patterns, dominoes, ten frames, tally marks, etc.)

- Students can roll the dice and subtract instead of add.
- Students can use this as a way to practice number ID by simply rolling one die and practicing 1-6.
- Students could practice adding to a number - choose a number to start with and then roll one die... add that value to your starting number. (Ex: if your starting number is 2 and you roll 5, your game marker on the number 7 would move. If your starting number is 2 and you roll a 3, your game maker on the number 5 would move. Your starting number can be any number you choose!)
- Students could practice multiplying 2 numbers with 2 dice or choosing a starting number and multiplying that number by the number rolled from one die.