

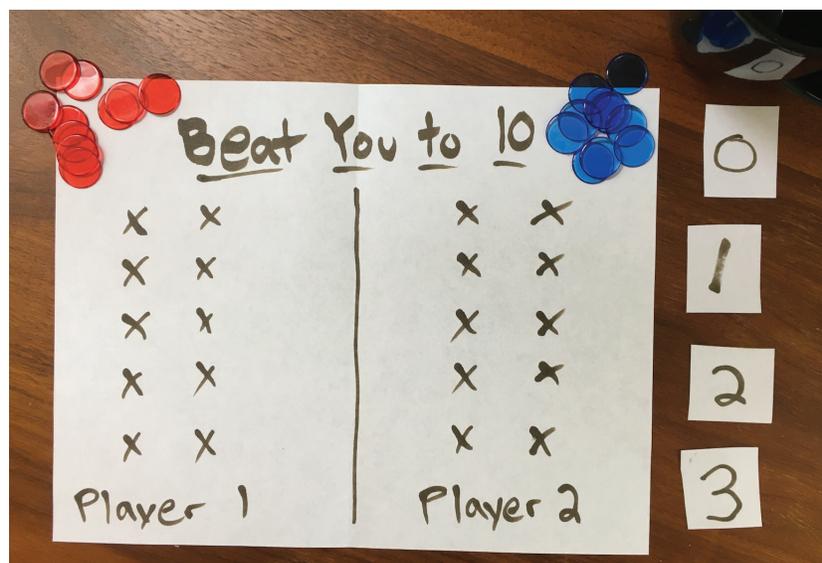
# Beat You to Ten

## Object of the Game

Be the first player to exactly cover all of the squares or Xs on your side of the game board.

## Materials

- Beat You to Ten Game Board
  - » *If you don't have a copy of the game board or can't print a copy right now, use paper and pencil to make your own.*
- 1 spinner numbered 0–3
  - » *To use the spinner on the game board, lay a paper clip (or safety pin) so that one end is in the center of the spinner. Then, set a pencil straight up in the center-end of the paper clip. The pencil gives the paper clip a fixed point around which to spin. Give the paper clip a spin to be sure it moves freely.*
  - » *If you're using a homemade game board, make your own spinner (instructions at [www.mathlearningcenter.org/sites/default/files/pdfs/home-learning/family-games/MakeYourOwnSpinner.pdf](http://www.mathlearningcenter.org/sites/default/files/pdfs/home-learning/family-games/MakeYourOwnSpinner.pdf)) or use a digital spinner. Alternatively, write the numbers 0, 1, 2, and 3 on small pieces of paper and place them in a cup. For each turn, pull a slip of paper out of the cup.*
- 20 objects for counting (10 for each player)
  - » *You can use dried beans, buttons, coins, paper scraps, small toys such as building blocks, etc. Use a different color for each player.*



## Skills

This game helps us practice:

- Saying the verbal counting sequence
- Counting objects
- Reading numerals

## How to Play

1. Get ready to play:
  - » Players share a game board.
  - » Each player needs 10 objects for counting.
  - » Players decide who goes first.
2. Take turns spinning the spinner or pulling numbers from a cup.
3. Count that number of objects. Cover up 1 square or X with 1 object.
4. The winner is the first player to cover all of the squares or Xs on their side of the game board exactly.
  - » If a player spins too many on a turn and goes over the target number, that player has to wait to try again.
5. Have fun!

## Tips for Families

As you play, ask your child some of these questions:

- *How many do you have so far? What number do you hope to get next?*
- *You already have 7. How many more do you need to get to 10?*
- *How many more do I need to catch up with you?*

At the end of the game:

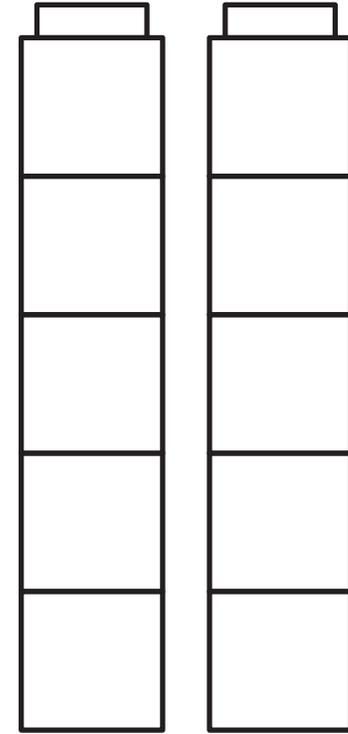
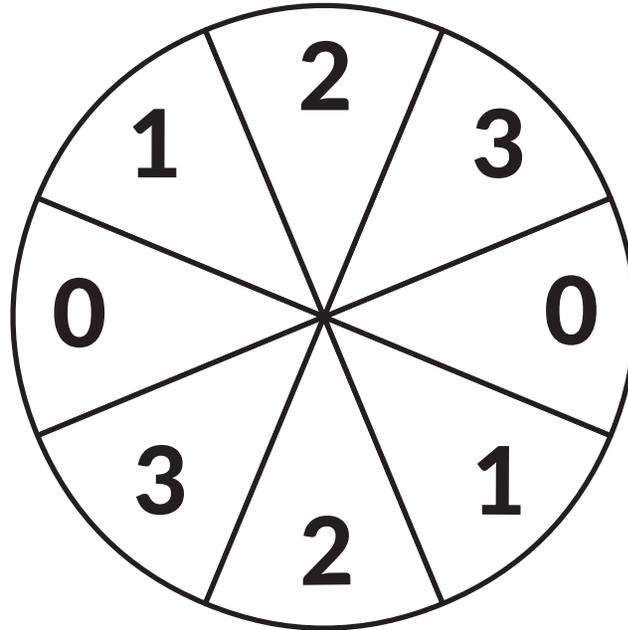
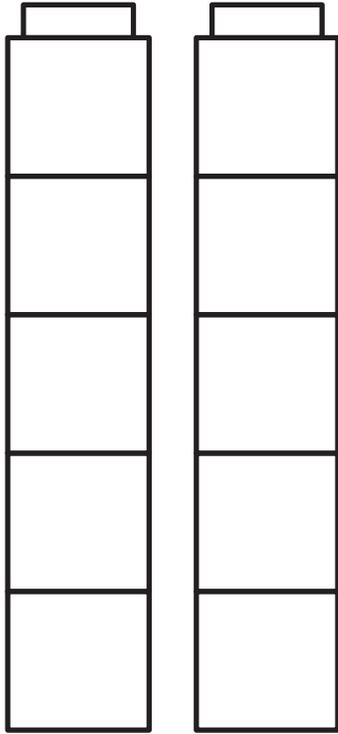
- Try lining up the two groups of objects next to each other to visually compare the groups.  
Ask: *Who won? By how much? How do you know?*

## Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Try playing up to 10 and back to 0, subtracting the number spun or pulled from the cup. The first to reach 0 exactly wins.
- Choose a different target number such as 8 or 12. Draw squares or X's on each side of the game board so that the total number equals the target number. More objects are needed if you are playing for a higher target number.
- Try playing with 3 or 4 players. You will need to print or draw additional game boards.
- To make the game a little easier, try playing Beat You to Five. For a challenge, try playing Beat You to Twenty. (Both games are located with the Kindergarten Family Games.)

# Beat You to Ten Game board



1 2 3 4 5 6 7 8 9 10

