 Collect 10

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| **Roll the dice to match a number; to find the higher; to find the lower and the difference. Collect or take away to 10.** |
| **Elephants**  Students roll a dice then match the number to numeral card. Students write that number on a piece of paper. Students then place that number of counters onto their Ten Frame. |
| **Penguins**  In pairs students roll the dice and the player with the higher number showing scores a counter; if both throw the same number you both score a counter. Counters are placed on a ten frame. The first student to collect 10 counters is the winner. |
| **Fish**  In pairs students start with ten counters on a 10 frame and the student with the lower number on the roll takes away that number of counters. The first player to have no counters is the winner. |
| **Crocodiles**  In pairs students have two regular dice. Students start with ten counters on a 10 frame and the student with the lower number on the roll takes away the difference of the two player’s roll. The first student to have no counters is the winner. Students can write the subtraction sum on a piece of paper. |
| **Foxes**  In pairs students have three regular dice. Students start with ten counters on a 10 frame and the student with the lower number on the roll takes away the difference of the two player’s roll. The first player to have no counters is the winner. Students can write the subtraction sum on a piece of paper. (When adding dice encourage Doubles; Doubles plus/less one; Combinations to 10) |