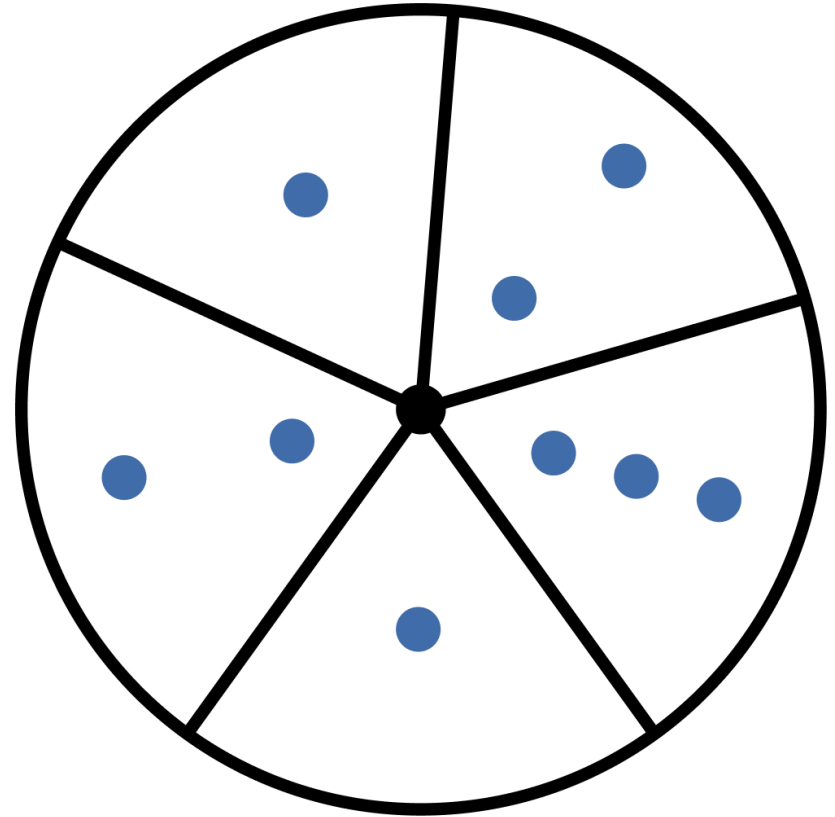


RACE TO 10 GAME BOARD E

K-2nd Grade Mathematics

How to play:

1. Take turns spinning the spinner.
2. Count the dots on the spinner.
3. Put that many cubes on your ten frame.
4. Cover 1 square with 1 cube.
5. If there isn't enough space, lose a turn!
6. First to fill the ten frame wins!



RACE TO 10 GAME BOARD E

K-2nd Grade Mathematics

A

B
