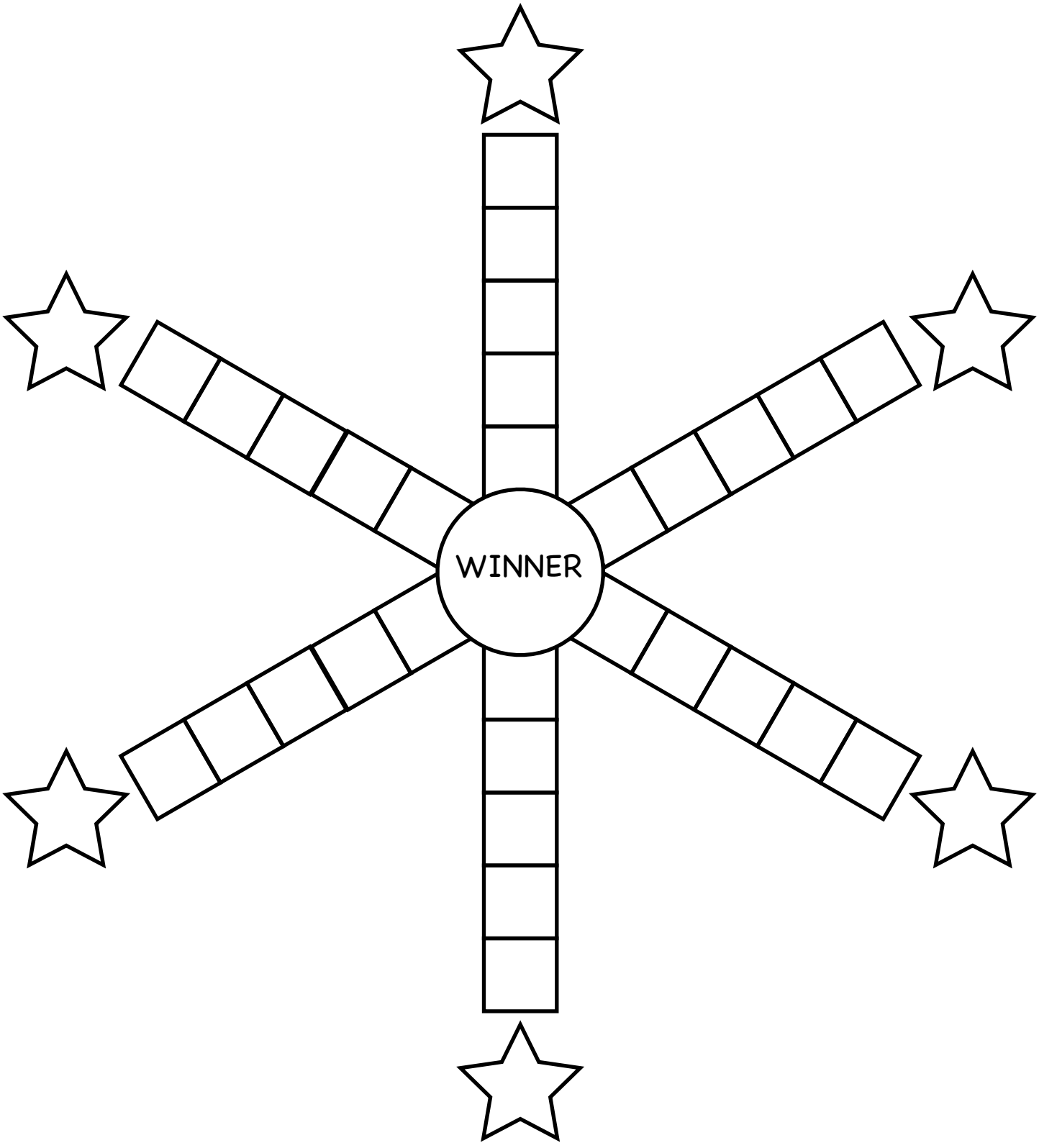
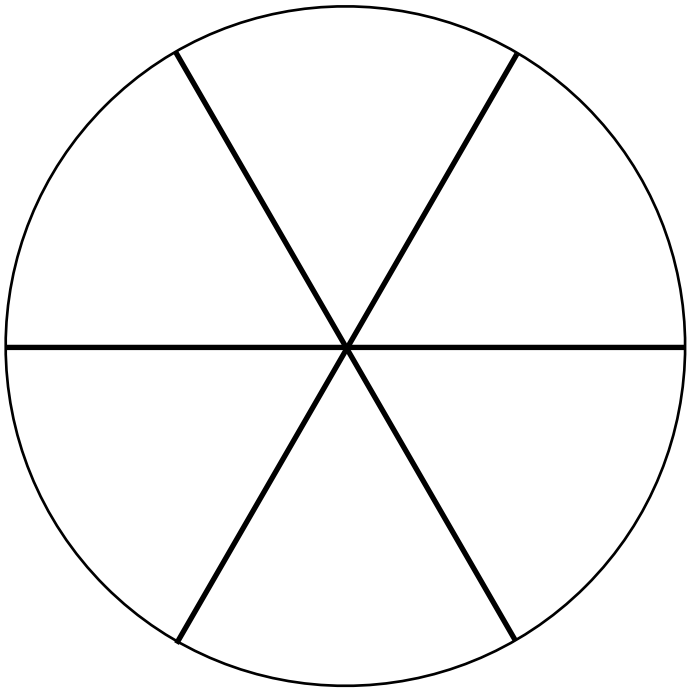
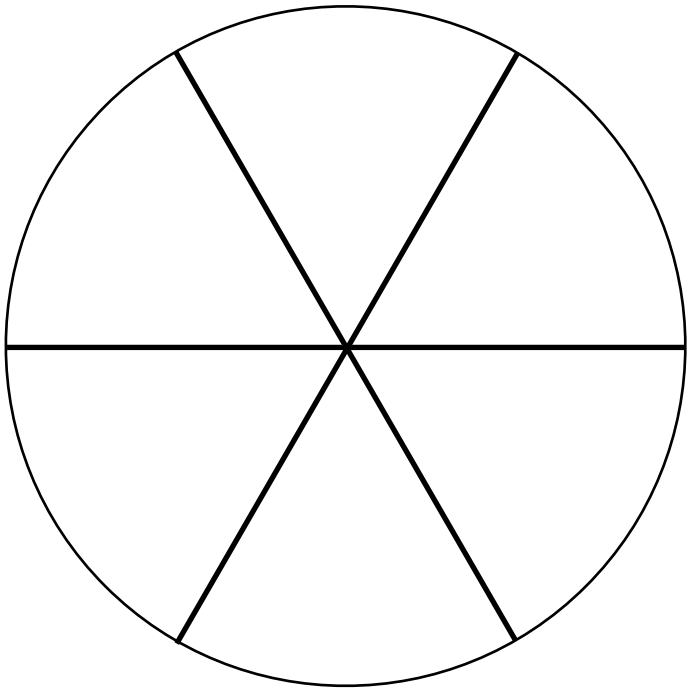
Great Race for _____



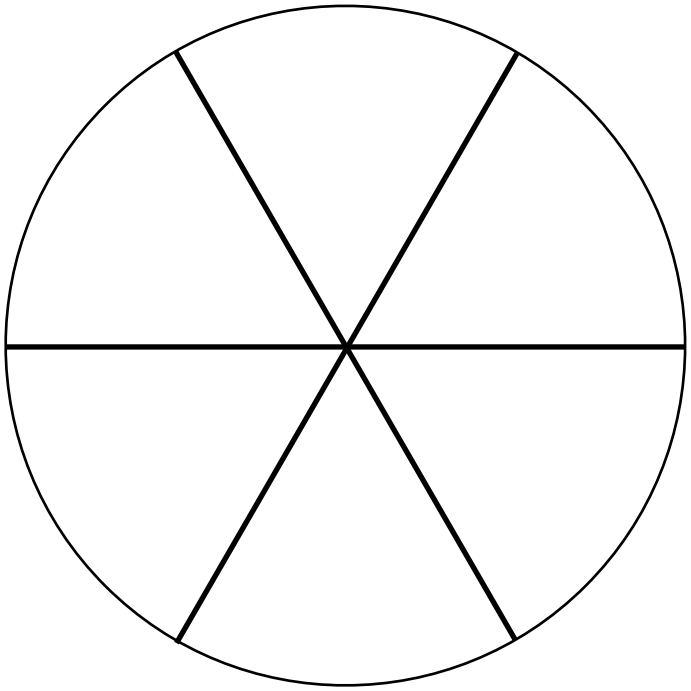
Great Race



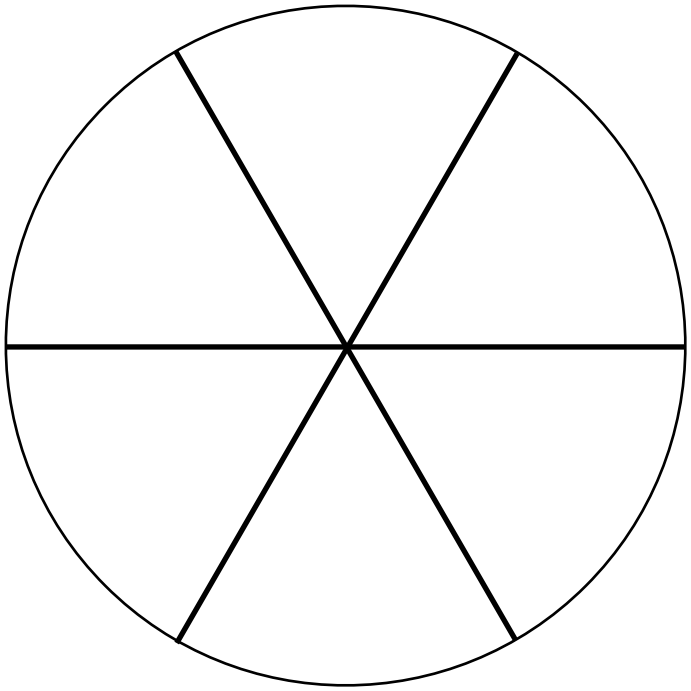
Great Race



Great Race



Great Race



Great Race Games

Great Race for 5 Plus
1 Game Board with numbers 0 to 5 in the stars
Spinner (0-5)
Arithmetic Rack with 5 beads pulled over on the upper row (1 per game OR 1 per player)
markers, a different color for each player
2-3 players

1. Start with 5 beads pulled over on the top row.
2. Players take turns spinning the spinner and adding that number of beads to the five beads.
3. The total indicates which track to put an X on. The Xs start in the outermost box, and move towards the middle.
4. Players continue taking turns spinning and X-ing out numbers.
5. The first player to place an X in the center of the game board wins.

Initially it is important to have students build the numbers on the Arithmetic Rack— it helps the students develop fluency with the math tasks they are working on. Eventually they will develop automaticity, and play the game without using the arithmetic rack.

Variation	Race Track Numbers	Spinner Numbers	Bead Set-Up at Start of Each Turn	Player's Move
5 Minus	0 to 5	0 to 5	5 beads on top row	pull away the number that you spin
5 Plus	5 to 10	0 to 5	5 beads on top row	pull over the number that you spin *(either on the top row or on the bottom row)*
Minus 5	0 to 5	5 to 10	no beads pulled over	pull over the number that you spin, subtract 5
Low Doubles	0, 2, 4, 6, 8, 10	0 to 5	no beads pulled over	pull over the number that you spin twice (top and bottom rows)
Plus 1	5 to 10	4 to 9	no beads pulled over	top row: pull over the number that you spin then: pull over 1 more bead *(top or bottom row)*
Plus 2	5 to 10	3 to 8	no beads pulled over	top row: pull over the number that you spin then: pull over 2 more beads *(top or bottom row)*
Ten Minus A	5 to 10	0 to 5	10 beads on top row	pull away the number that you spin
Ten Minus B	0 to 5	5 to 10	10 beads on top row	pull away the number that you spin
Ten Plus A	11 to 16	1 to 6	10 beads on top row	bottom row: pull over the number that you spin
Ten Plus B	14 to 19	4 to 9	10 beads on top row	bottom row: pull over the number that you spin
High Doubles	10, 12, 14, 16, 18, 20	5 to 10	no beads pulled over	pull over the number that you spin twice (top and bottom rows)
9 Plus	14 to 19	5 to 10	9 beads on top row	bottom row: pull over the number that you spin
Plus 5	10 to 15	5 to 10	5 beads on bottom row	top row: pull over the number that you spin
7 Plus	11 to 16	4 to 9	7 beads on top row	pull over the number that you spin
12 Minus	4 to 9	3 to 8	12 beads pulled over	pull away the number that you spin
16 Minus	6 to 11	5 to 10	16 beads pulled over	pull away the number that you spin
20 Minus A	13 to 18	2 to 7	20 beads pulled over	pull away the number that you spin
20 Minus B	7 to 12	8 to 13	20 beads pulled over	pull away the number that you spin