

Say Ten to Win

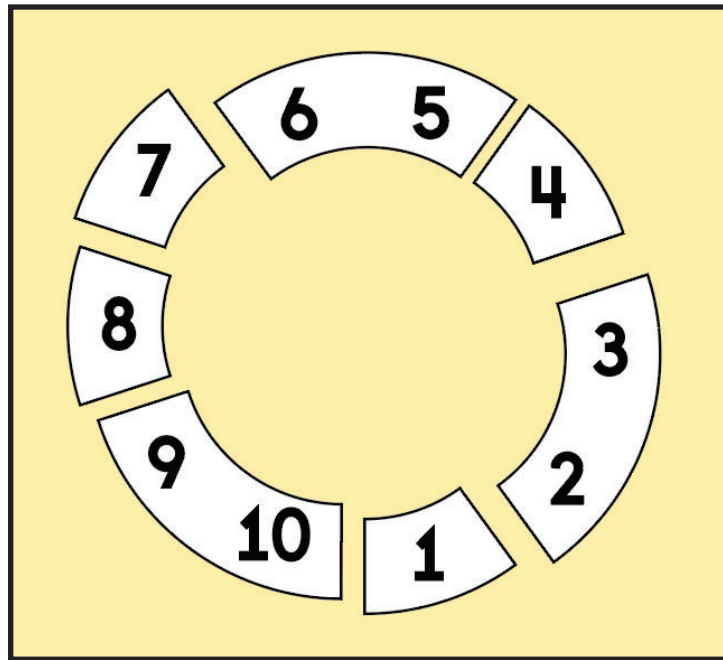
More than counting.

Teaches strategy.

Great for math
or world languages classes.

Easy to learn.

Fun to play.



Isabelle Hoag M. Ed.
Director of Education
UnCommon-Core.com

Hello Teachers,

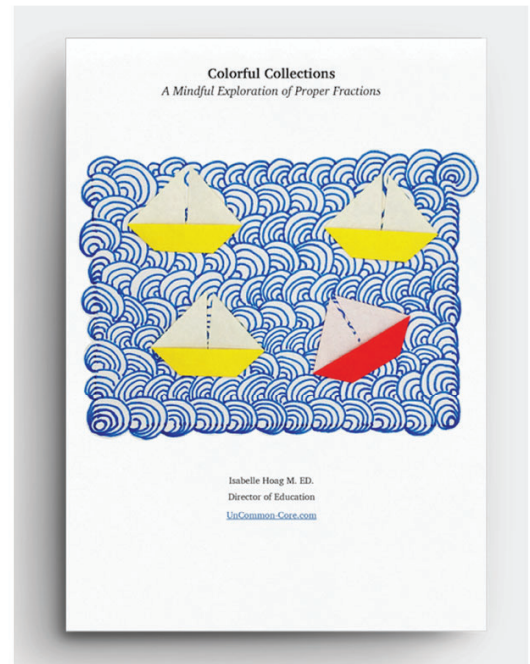
Thank you for downloading this handout. After decades of teaching, now I am sharing some of the activities I designed for my students and some new ones as well.

Please, check out the self-paced teacher education courses on UnCommon-Core.com.

While you are there, sign up for your free copy of **Colorful Collections: A Mindful Exploration of Proper Fractions**.

Also, visit my Teachers Pay Teachers store UnCommon-Core dot com.

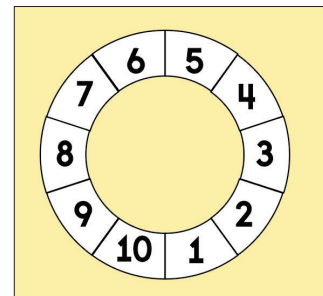
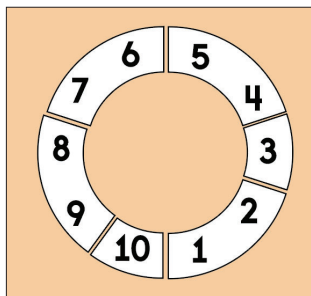
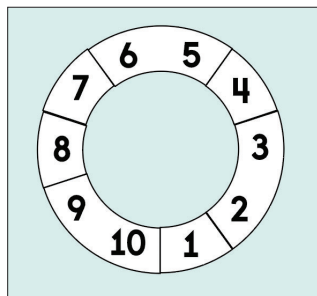
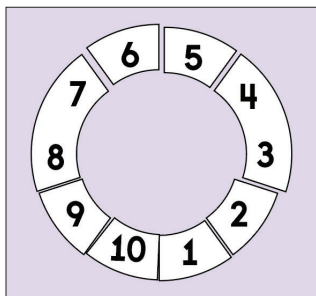
Thank you again. All the best,



Isabelle

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Teacher Tips



Say Ten to Win is a fun game for two. Players take turns saying one or two numbers as they count to ten. The lucky player who says, "TEN" is the winner. But wait! Is this a game of luck? Not at all ~ Say Ten to Win has layer upon layer of strategy for players to discover.

Preparation:



Copy the pieces on card stock or sturdy paper. A complete set consists of 19 pieces. Make sure the pieces are cut out neatly so they will fit together nicely. Keep them in a folder, box, or large origami tato.

Play:



The first player chooses either 1 or 1,2 and starts the circle. The next player can play one number or two. The game continues until they reach ten. The player who went second in the first round starts the second round. Players continue to alternate beginning rounds and placing numbers until an even number of rounds have been played.

Variations:



You might want to make the pieces larger so that two teams could play. In this variation, you could grab a timer and give each team one or two minutes to decide whether to play one or two pieces on their next turn.

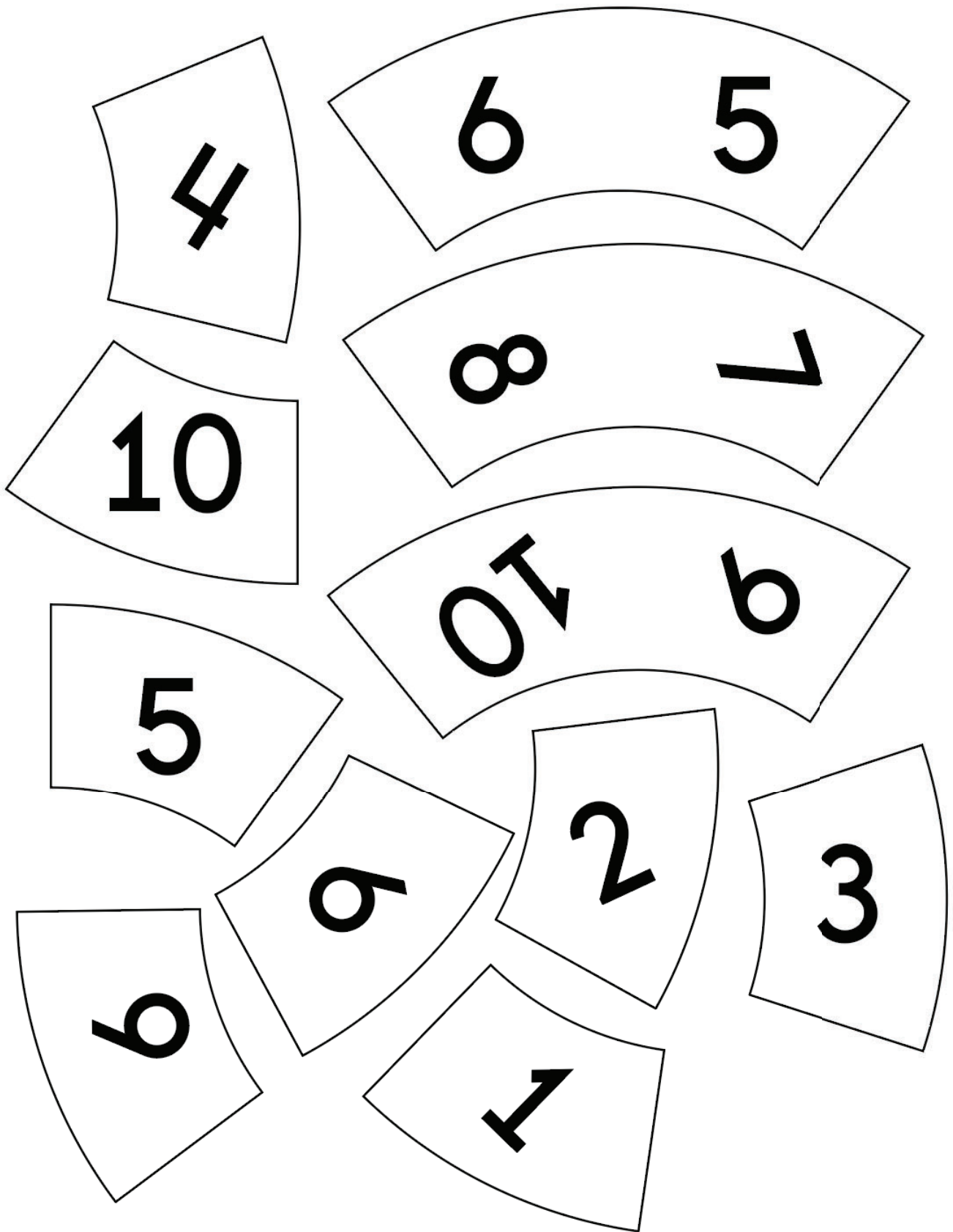
Once your students understand the game, they can play without the pieces!

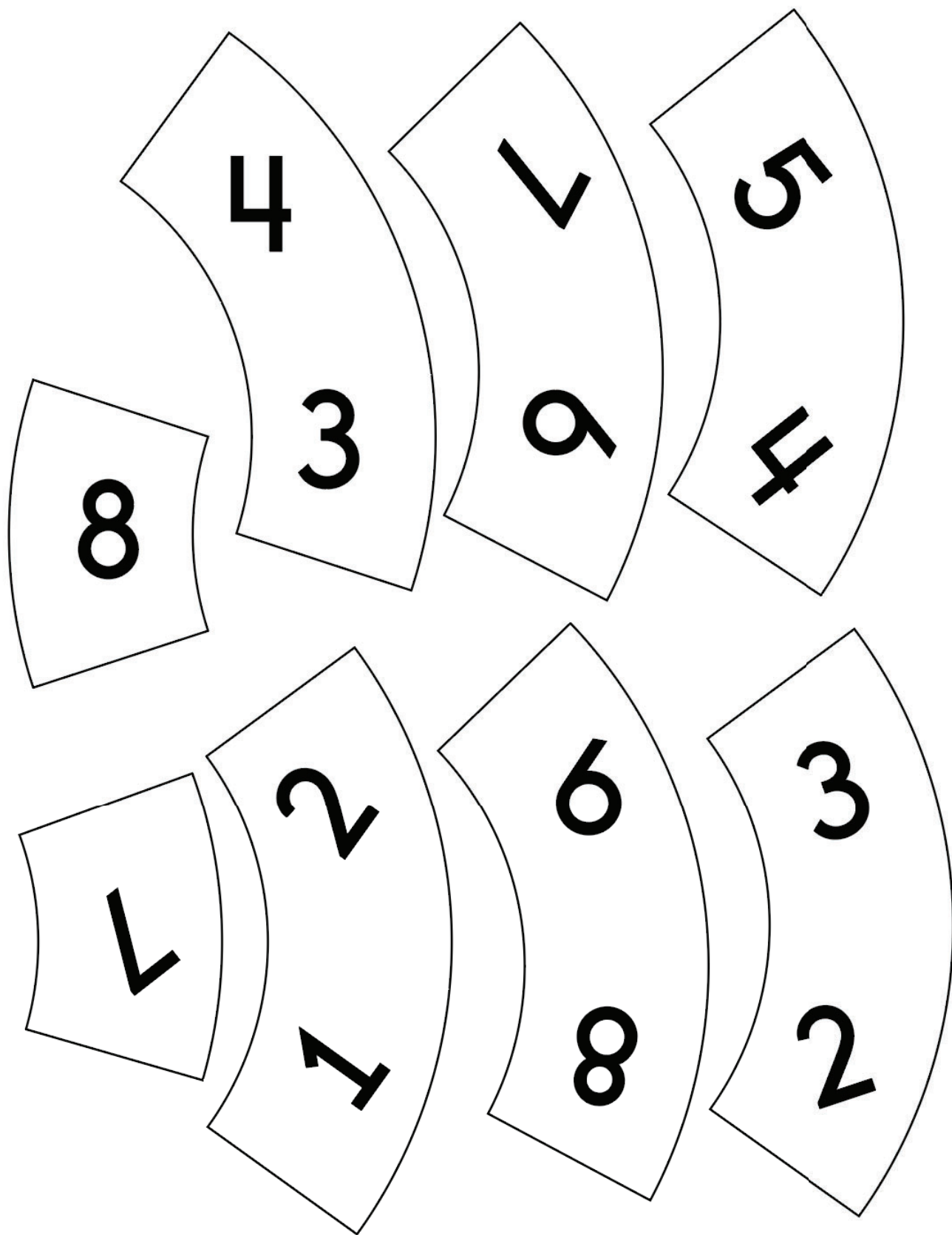


You might want to experiment with having three players. You could have players count down from ten to one (be sure to change the name of the game). Invite your students to use the same rules to count to 20 or beyond. Give them time to reflect on how any of these changes impact the winning strategies.



For children who are learning a second or third language - this is an easy game to play entirely in the target language.





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Thank you!

Isabelle@UnCommon-Core.com

Try These Next!



How clearly can your students see what you are teaching them?

Is their understanding rosy? Smudged? Out of focus?

Check in with your students using this lighthearted reflection tool:

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UnCommon-Core.com

Explore Digit Sums Practice Math Skills

A fresh look at education
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Multiplication Math Art Patterns in the Unit's Place

20 24 28 32 36 40 44 48 52 56 60 64 68 72 76 80 84 88 92 96 100

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