



Math – ADD 9 (Grade 1)

Curriculum: Mathematics	Learning Goals: <ul style="list-style-type: none">- Develop mental math strategies and abilities to make sense of quantities- Develop, demonstrate, and apply mathematical understanding through play, inquiry, and problem solving
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Materials
Print out the game board on page 2 counters in two colours 1–10 dice (or use 1–10 cards) Small items to count as score tokens

Activities
<p>First of all Decide who has which colour of counter.</p> <p>When it's your turn Roll the dice and say the number. Add 9 to that number. Put a counter on the grid, on any square showing that answer. If the number you need is gone, put a counter on a star instead. If you complete a line of three of your own counters you win a token. Take the counters off and use them again. (A line can go sideways, or up and down, or diagonally.)</p> <p>The rest of the game The first player to collect five tokens wins the game.</p> <p><i>Adapted from BEAM</i></p>

10	11		12	13
14		15	16	17
18	19	10		11
12	13		14	15
	16	17	18	19