



## Rules for the game

There are two ways of playing this game.

1. Counting up to the next multiple of ten
2. Rounding to the nearest ten

**Game 1** Suitable for the following year groups – Y2, Y3 and some Y4

Learning objective

- Find a small difference by counting on.
- Laying the foundation for complementary addition

This is a game for two to four players.

You will need a counter for each player, a tub of cubes (or similar counting apparatus) and a dice or spinner (1 – 6 or 1 – 4).

The first player rolls the dice, e.g. rolls a 4 and moves four places to the number 92. The player then works out the number they would need to add to 92 to make next multiple of 10. The player then collects 8 cubes from the pot and the next player rolls the dice. The object of the game is to recognise or count on to the next multiple of ten. The winner is.....the first person to finish/the one with the most cubes/the one with the least cubes (teacher decides).

**Game 2** Suitable for the following year groups - Year 2, Y3 and some Y4

Learning objective

- Round a number to the nearest 10
- Count on or back in steps of 10
- Use knowledge that addition can be done in any order

Play as game 1 but decide whether to round up or down the number you have landed on. Children make a note of the number they have landed on and the number they have rounded to. They then take the difference in cubes as their score. The winner is.....the first person to finish/the one with the most cubes/the one with the least cubes (teacher decides).