Thinking while Moving - Mathematics

10 or bust

Early Stage 1 mathematics   Strand: Number & Algebra   Sub strand: Addition & Subtraction

This Thinking while Moving activity has been adapted with permission from the Early Stage 1 thinking mathematically resource – 10 or bust.

Activity set-up
- Draw large 10 frames on a flat surface (sufficient for 1 x 10 frame per student).
- Place both die, chalk and 10 counters at each of the 10 frames.

How to play
- Students play using their own ten frame against the player next to them.
- Student A rolls the 6-sided number dice and counts, placing the corresponding number of bean bags into the 10 frame.
- While student A is counting bean bags for the 10 frame, student B rolls the physical activity dice and performs the movement the number of times shown on the 6-sided number dice. For example, if Student A rolls a 5 and Student B rolls star jumps, Student B would do 5 star jumps.
- Students have 3 turns each.
- Students can choose to miss 1 turn, but it cannot be the last roll.
- If a student goes over 10 counters in the frame bags in the frame, they have 'busted' and are out.
- If both players are still "in", then the player closest to 10 after 3 rolls each is the winner.
- Players can play best out of 3.

Increase/decrease challenge
Play by counting back from 10.
Use a number line instead of a 10 frame.

Equipment/Resources
Chalk
6-sided die
Counters
Physical activity die

What's some of the maths
Mathematicians create and use structures to help quantify collections.
Mathematicians strategise when playing games.
Mathematicians talk and use strategies when playing games.

Let's talk and think like mathematicians
How could we change the game to make it more/less challenging?
Did you work out a way to play this game so that you didn't lose?
What was your strategy? Did it work?

Suggested mathematics outcomes
MAe-3WM uses concrete materials and/or pictorial representations to support conclusions
MAe-5NA combines, separates and compares collections of objects, describes using everyday language, and records using informal methods
MAe-1WM describes mathematical situations using everyday
MAe-2WM language, actions, materials and informal recordings uses objects, actions, technology and/or trial and error to explore mathematical problems