

# NUMBER PATH RACE (GRADES K-1)



**Number of Players:** 2 to 4

**Supplies:**

1 dice, 1 game piece per player, 2 index cards (draw a + sign on one and a - sign on the other), paper bag, 0-20 Number Path Game Board (Grades K-1)

**Objective:** Reach the 20 on the number path.

**How to Play:**

1. Roll the dice to determine who goes first. The player with the larger number begins.
2. Put the index cards in a bag.
3. Each player chooses a game piece and places it on the number 10.
4. Player 1 rolls the dice and picks an index card from the bag.
5. Player 1 moves the number of places rolled on the number path. The index cards determine the direction:
  - a. Plus (+) moves to the right on the number path.
  - b. Minus (-) moves to the left on the number path.
6. Players take turns. If a player cannot move the number of spaces rolled on this number path, then they lose their turn. For example, if a player's game piece is on 18 and then the player rolls a 4 with a plus (+) card, their game piece would land on 22. This number is off this number path, so they lose their turn.
7. The winner is the first person who lands on 20 on the number path without going over.

**GAME VARIATIONS**

In place of a regular six-sided dice, you can use number cubes or nine-sided dice. For an advanced version of the game, have students decide whether or not they want to roll one or two dice.



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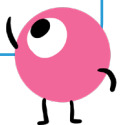
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# 0-20 NUMBER PATH GAME BOARD (GRADES K-1)

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Cut apart the number paths on dotted lines or use as a board.

