Race to the Start

• Starting at the finish line, the square containing the 100, players move from the center of the board spiraling outward to be first to reach the start (0) on the border.

• A player throws 2, 10-sided dice, finds their sum and records it on the record sheet.

• Then the player can verify the sum of the dice by using the *1 to 20 Chart*.

• The player subtracts the sum from the 100 written on the record sheet and finds the new distance from the start.

• The player moves his playing piece to that indicated square.

• The new position on the game board is verified by counting the number of spaces travelled from the old position to the new position.

Example of Play:

1. 6 and 7 are thrown. Their sum is 13.

6	+	7	=	13		1	0	0				

13 subtracted from 100 is 87.

6	+	7	=	13		1	^{9}0	^{1}0				
						-	1	3				
							8	7				

The marker is placed on the 87.

The subtraction can be verified by counting the number of spaces from 100 to 87 which is 13.

2. 2 and 5 are thrown. Their sum is 7. 7 subtracted from 87 is 80.

6	+	7	=	13		1	^{9}0	^{1}0				
2	+	5	=	7		-	1	3				
							8	7				
						-		7				
							8	0				

The marker is placed on the 80.

The subtraction can be verified by counting the number of spaces from 87 to 80 which is 7.

Race to the Start

Name _____

Dice Roll				Sum	Position on Board
⬠	+	⬡	=	▭	1 ^{9}0 ^{1}0
6	+	7	=	13	− 1 3 −
2	+	5	=	7	8 7
1	+	4	=	5	− 7 −
9	+	5	=	14	^{7}8 ^{1}0
8	+	8	=	16	− 5 −
					7 5
					− 1 4 −
					^{5}6 ^{1}1
					− 1 6 −
					4 5
Example of play					− −

A PHENOMENOLOGICAL APPROACH

TO TEACHING MATHEMATICS

ZOEY'S & LUCY'S

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ADDITION • SUBTRACTION

MULTIPLICATION • DIVISION

+ − X ÷