

## Big Ten

This counting and addition game is suitable for primary level grades 1 and 2.

### Materials required

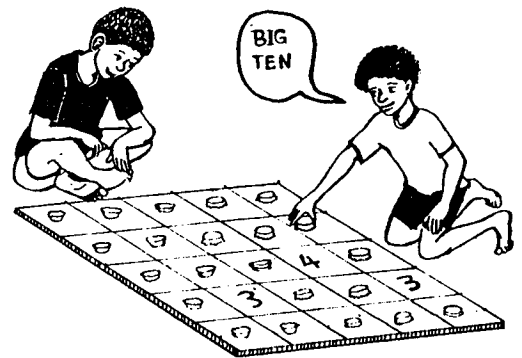
BIG TEN gameboard and 25 bottle tops. The Big Ten gameboard can easily be constructed from stiff cardboard and is shown in Figure 1. Larger versions can be made for use in the school playground.

### Educational Concept/Skill to be developed

- i. Reinforcement of addition of numbers up to ten.
- ii. Logical thinking.

# BIG TEN

4	8	2	1	9
3	5	3	3	2
9	4	6	8	4
0	5	1	1	3
7	2	7	5	2



*Points for the teacher to consider*

This game assists with learning to count up to ten and also assists with memory development since the children soon learn where numbers are located to make up to ten, particularly after the numbers have been uncovered and re-covered a number of times during the game.

Timing: Allow approximately 15 minutes to play the game.

Group size: The number of players should be no more than four per board.

The game can be played as follows

- i. Cover all 25 numbers on the game board with bottle tops before the game starts (larger boards would require larger covers to hide the numbers).
- ii. Before each turn the player must state whether they will take two or three bottle tops. The aim is to uncover numbers which add up to ten.
- iii. The players take turns in picking up two or three of the bottle tops covering the numbers
- iv. If the numbers uncovered add up to ten the player must say 'I have Big Ten' and then keeps the bottle tops.
- v. If the numbers uncovered do not add up to ten the player must put the bottle tops back and play passes to the next player.
- vi. The winner is the player with the most bottle tops when all possible numbers have been uncovered.

An extension of this game is to make 'Big 15' or 'Big 25' boards.

This game was published in *Classroom Maths Games* which was the outcome of an Indigenous Mathematics Project established by the Government of Papua New Guinea and assisted by Unesco. The publication states 'The games presented in this book have been adapted from ideas originally published in *Make-it Take it Math Games* National Council of Teachers of Mathematics, 1978. and *Games to Grow on* National Institute for Curriculum Enrichment, Rancho Sante Fe, Ca. 1979, both by Carol Winner.'