

Ten Special Things



What you will need: A set of 10 'special things' for each player, dice.

How to play: Each player chooses 10 special things and lays them out in front of them. Take it in turns to throw the dice and choose that number of items from their opponents set. The first player to gain all of their opponent's items wins.

Talk points: As you take items from your child you could say things like 'If I take 3 from you, you will have 7 left' Encourage your child to do the same. You can compare at different stages who has more/less items.

Extension of this game: Start with 20 items or more to promote more challenging addition and subtraction questions.