> **Notes for parents. Activity next page.**

The purpose of the activity is to help your child to:

- Add single digit numbers up to 50
- Use place value with tens and ones.

Here is what to do:

Set up the game. You only need two markers, such bottle tops or coins, to act as the counters. Then you are ready to play!

Adding single digit numbers can be tricky when your child needs to add over a ten. For example, if their score is 27 and they move their counter to 8 they will need to go through 30. A nice way to support them is to ask questions like:

"*How many more do you need to get to 30?*" (Answer: 3)
"*How many of the 8 will be left?*" (Answer: 5)
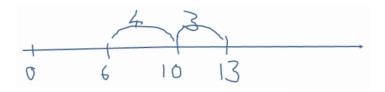"S*o if you add on that 5 what will your score be?*" (Answer: 35)

The game has strategy so you and your child will need to think ahead. Getting 50 exactly takes some planning. It pays to start planning moves ahead when you reach about 25. As you can only move along lines you cannot move to any number you like.

Suppose your score is 34 and your counter is on 8. You will need to plan a path that gets exactly 16 to win (that's 50 − 34). Travelling to 7, then 9 would do it!

Points to note:

If your child gets stuck you may like to support them with materials. Any objects you can count with will be fine, especially if they are easy to bundle in tens. Remember the game is about adding without counting so fall back to the materials as a last resort.

Recording on an empty number line might also help. Here is an example:

Play with a partner. Each player needs one counter. A bottle top will do. First each player chooses a number to place their counter on. Take turns to move your counter to another number but only along the lines. Add the new number to your total. In the next move **you cannot go back** to where you came from. You must go to a different number. The first player to make exactly 50 is the winner. Go over 50 and you lose the game.