

11

21

105

116

114 115

113

### Grades K-I



120

one space

slow as a turtle!

Move back one space

Move anead

se

118

Bitten by a snakel Mo

> Math Center

CCSS

# THANK YOU!

### Please Rate this Freebie:

It is my hope that this RACE TO I20 FREEBIE will help reinforce number identification to I20, as well as counting forwards and backwards by I0 and by I, in a fun and engaging game board format. RATINGS help resources rise in the search rankings on TPT so that other educators can find them. Please take a moment to provide a rating and feedback by clicking on the image to the right. This will take you back to the product page. Thank you!!

#### Number Sense Unit Sampling:

This RACE TO 120 FREEBIE is one of 12 centers included in my FIRST GRADE NUMBER SENSE UNIT. The unit also includes 177 Differentiated Number Sense Worksheets, 10 Cut & Glue Activities, and 2 Number Sense Crafts. First grade students need a solid understanding of written numerals and the quantities they represent. Reading, writing, counting, and representing quantities with numerals are important building blocks of mathematical success! Click on the image to the right to be taken to the NUMBER SENSE UNIT product page for more details.





I.NBT.A.I

## Race to 20 Teacher Directions

This center is designed to reinforce number identification to 120 as well as counting forward and backwards by one and by ten. Students will need one die to complete this center and a small counter.

Print the Student Directions Sheet and Race to I20 Game Board. Cardstock and/or laminating will extend the life of the center. Place materials, including the student directions in a baggie, folder, bin, etc. for students to access.

Students will roll the die and move their counter forward on the board that number of spaces. If they land on a desert plant or animal, they must follow the directions on the Student Directions Sheet. Play continues until one player lands on or passes space 120! Two or more players may occupy the same space. The recommended number of players is 2–4.

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### Race to 20 Student Directions

Set the Race to 120 Chart out on a table or floor. Roll the die and move forward that number of spaces with your counter. If you land on a desert plant or animal, follow the directions for it given below. Play continues until one player lands on or passes space 120. Have fun racing to 120!



Caught in a cactus Lose a turn



Quick as a fox Move ahead 10 spaces





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Slow as a turtle Move back one space



Bitten by a snake Move back 10 spaces



Ride on a camel Roll again

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