## Addition Strategies Version

1	2	3			6	7	8		10
11	J.	13		15		17		19	20
21	22		24	C		27		29	30
	32			35	36		38		40
4	42	43		45	46	Jan	48	J.	50
51	52		54				58	59	
61		63	64		66	67	68		70
71	72	73		75		77	78	79	80
81		83		85	86	87		S	90
	92	93	94	95		97		99	100
101	10	103		105	106	10	108	109	110
111	112		114			117		119	1

## Race to the Tree - Addition Strategies

Roll a 6-sided dice to move your character each turn, racing against a partner. On the side of your shared gameboard, place a small pile of sliced-up tokens from the next page (cookies, candy canes, presents, snowmen and Christmas trees). Your goal is to collect the most points, before the game ends by one player reaching the 120 square first. The player with the most points when the game ends, wins!

If you land on a your collection!



If you land on a

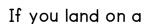
, it is worth 5 points. Collect a candy cane!

If you land on a

, it is worth 7 points. Collect a present!

If you land on a

, it is worth 8 points. Collect a snowman!



, it is worth 9 points. Collect a tree!

After each turn, while your partner rolls, do a quick sketch of the tokens you have and how you added them all. Use your 10 facts, doubles, near doubles and building to ten strategies to help you. For example, using 3 columns in your maths book:

Sketch of tokens	Strategies	Total		
	5 +5 = 10 (10 fact) 9 +8 = 10 + 7 = 17 (build to ten, think 10+7) 7 + 7 = 14 (double)	= 10 + 17 + 14 = 30 (3 tens) + 7 + 3 + 1 = 41		

Extension I: Collect the token in the quantity you rolled on the dice, multiplying its value by whatever you rolled.

Extension 2: The elves made each token worth 10x more than its usual value.

## Points version of the game – cut outs for students to collect their points tokens:



## Addition Strategy Tips

$$3 + 7 = 10 \text{ fact}$$

$$7 + 7 = 14 \text{ double fact}$$

$$7 + 8 = 7 + 7 + 1$$
  
=  $14 + 1 = 15$  near double

9 
$$+$$
 8  $+$  8 + 1 = 16 + 1 = 17 near double OR think 9 + 1 + 7 so 10 + 7 = 17 build to ten