

Choice Time

Racing Bears

What Happens

To play Racing Bears, students roll a dot cube and move one or more of four bears the indicated number of spaces along a track. The object is to land each bear on the tenth space, to collect a counter. Students' work focuses on:

- counting out amounts up to 6
- becoming familiar with combinations of numbers up to 6

Materials and Preparation

- Duplicate the Racing Bears Gameboard (p. 126) to provide one copy per pair.
- Provide each pair of players with a dot cube with 1–6 dots, four teddy bear counters, and about 10 other small counters such as buttons or pennies, to place at the end of the tracks.

Activity

The Racing Bears game is introduced in the unit *Collecting, Counting, and Measuring*. If your students have already played this game, briefly review the rules. Players now use a dot cube with 1–6 dots. Remind students that the game can be played alone, in pairs, or in small groups.

Introduce or review the game by playing a demonstration game, with the whole class helping you and a partner decide what moves to make. Demonstrate how to set up the gameboard to play, placing a bear on the starting space of each track and a counter in the circle at the end of each track.

Players take turns rolling a dot cube and moving any of the bears on the board that number of spaces. After the first roll, ask:

How many spaces can Tarik move? How do you know? . . . OK, so Tarik rolled a 5 and moved the green bear five spaces.

Now it's my turn. . . . What did I roll? How many spaces can I move? How do you know?

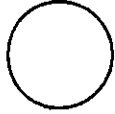
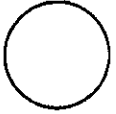
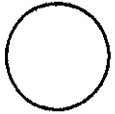
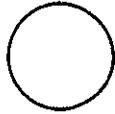




Name _____

Date _____

Measuring and Counting



Racing Bears Gameboard

10				
9				
8				
7				
6				
5				
4				
3				
2				
1				
0	 Start	 Start	 Start	 Start

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