

RACE TO THE MOON

SUBTRACTING TO 20

Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

Age range: 2nd Grade +

Number of players: 2 or 3

Learning: Subtract with numbers to 20, strategy

You will need

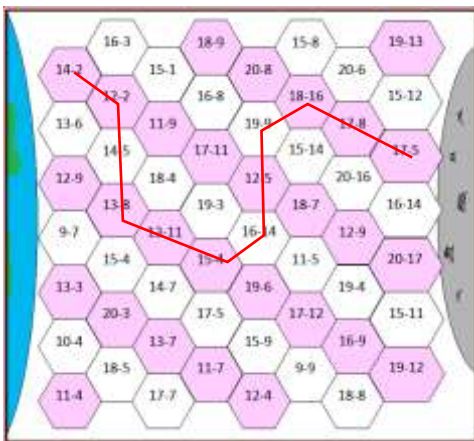
- Each player will need about 20 counters of their own color.

Instructions

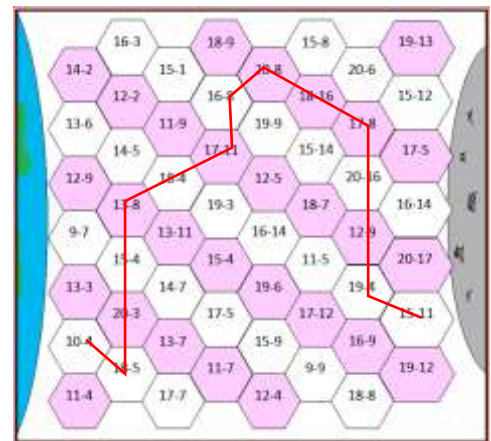
- Choose a subtraction you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head. You can use the number line to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the number line).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally). See below.

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.

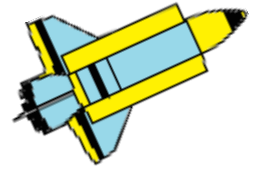


Examples of winning paths.



RACE TO THE MOON

SUBTRACTING TO 20



0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Who will be first to get from Earth to the Moon?

14-2, 16-3, 18-9, 15-8, 19-13, 12-2, 15-1, 20-8, 20-6, 15-12, 13-6, 11-9, 16-8, 18-16, 17-8, 17-5, 14-5, 17-11, 15-14, 20-16, 12-9, 18-4, 12-5, 13-8, 19-3, 18-7, 16-14, 9-7, 13-11, 16-14, 12-9, 20-17, 15-4, 15-4, 11-5, 13-3, 14-7, 19-6, 19-4, 20-3, 17-5, 17-12, 15-11, 10-4, 13-7, 15-9, 16-9, 18-5, 11-7, 9-9, 19-12, 11-4, 17-7, 12-4, 18-8

