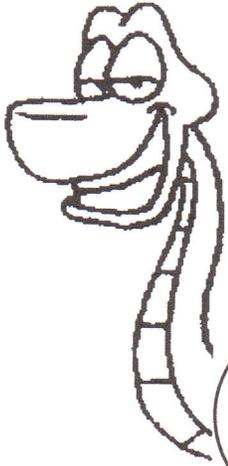


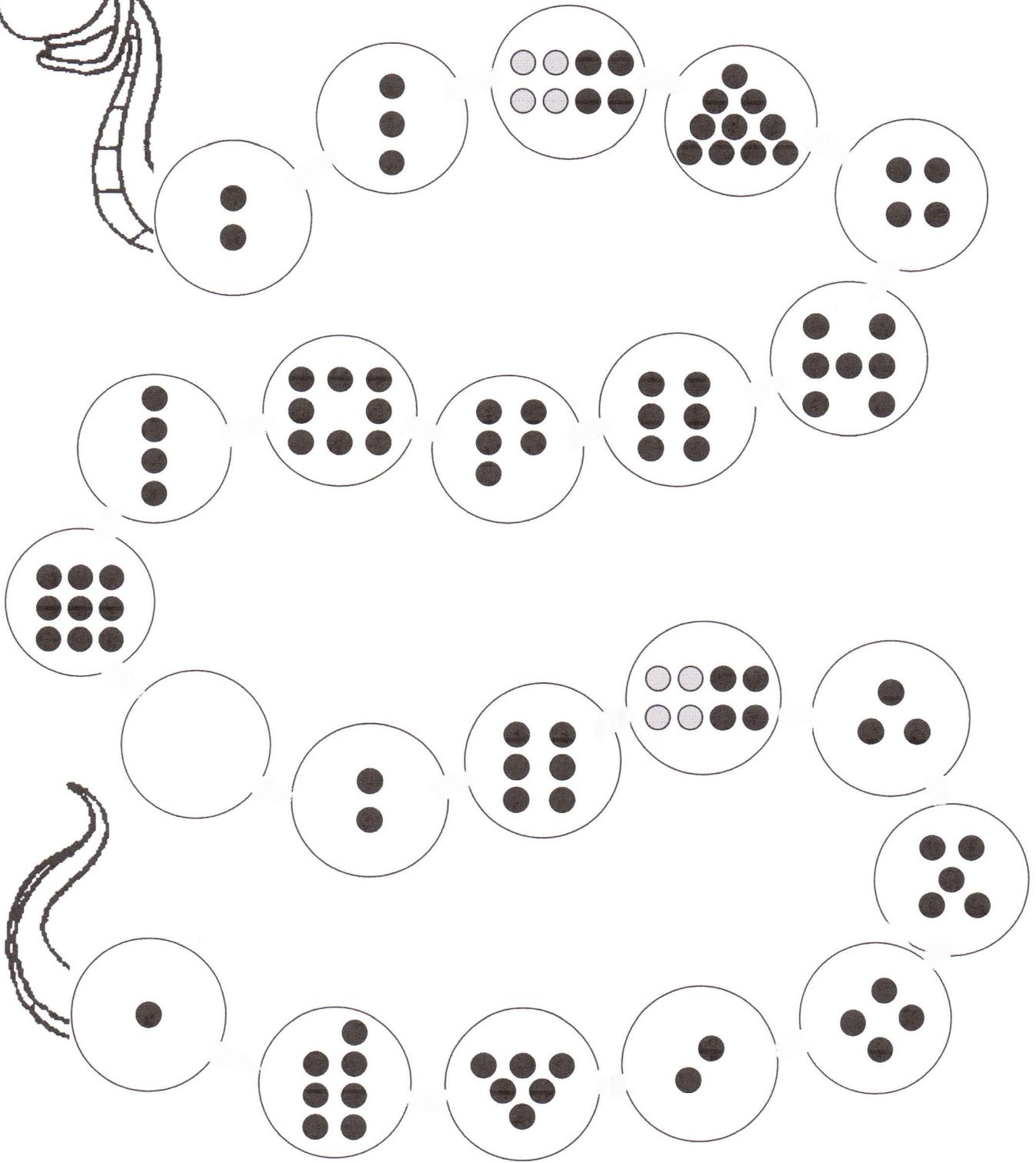
Terrific 10 snake!



The path consists of 20 circular segments, each containing a ten-frame with a specific number of black dots. The sequence of dots in each segment is as follows:

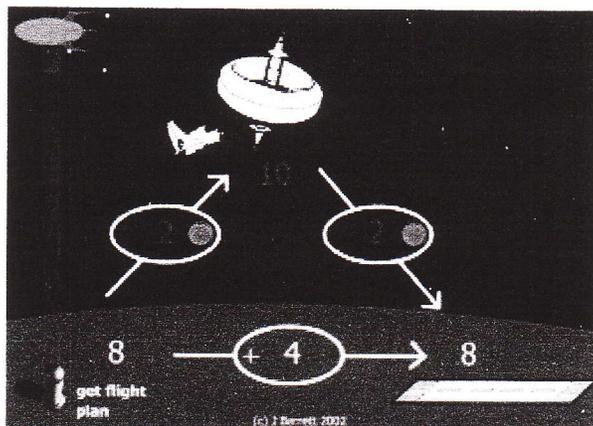
- Segment 1: 1 dot
- Segment 2: 4 dots
- Segment 3: 5 dots
- Segment 4: 8 dots
- Segment 5: 3 dots
- Segment 6: 5 dots
- Segment 7: 6 dots
- Segment 8: 7 dots
- Segment 9: 4 dots
- Segment 10: 10 dots
- Segment 11: 2 dots
- Segment 12: 6 dots
- Segment 13: 7 dots
- Segment 14: 3 dots
- Segment 15: 2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

Terrific 10 snake!



“bridging” through ten. It involves, of course, breaking numbers up into parts and putting them back together again!

The image below shows the screen for the shuttle’s “flight path” called $8 + 4$. Students begin at 8, type in the number that gets them to the next friendly number (2) and then hit the red button to proceed to the satellite. Next they type the number to take them the rest of the way – (2 again) and press the next red button to land.



Consider modeling the action of the space shuttle with ten frames with your students to consolidate the process... This game uses only digits and so is more abstract.

Try the harder versions of this game that bridge through 20 and 50!

Carole

[Comments \(1\)](#)

Kindergarten & Grade 1 math games – mastering fives & tens March 3, 2010

Filed under: [Uncategorized](#) – mindfull @ 10:47 pm

Tags: [games](#), [grade 1](#), [kindergarten](#), [number sense](#), [ten frames](#)

I am, as many of you know, a great fan of the [games produced by the good folks at BEAM](#). They are conceptual, strategic and focus on the big math ideas across the grades. One of my favourites is “Totally Ten Snake”, in which two players take turns covering pairs of digits that add to 10 along a “snake” of numbers. When all the digits are covered – each player using his or her own coloured counters – the winner is the one with the longest string of digits covered in their colour. In the example below, red wins, with 4 in a row at the end of the game against purple:

