

COUNTERS FOR COUNTS

Game



- a six sided die
- cards numbered 2, 3, 4, 5, 10, 100 and 1000 (BLM)
- ten counters for each player

Counters for counts



- 1 Sit in a circle.
- 2 The leader is the person closest to the teacher.
- 3 The leader rolls the die and picks a card.
- 4 The number on the die is the starting number.
The number on the card is the number to skip count in.

Example Jess rolled 4 and picked the card 3.
You must start at 4 and skip count in 3s.



- 5 The leader says the first number and the person to the leader's left says the next number and so on around the circle.
- 6 If someone says a wrong number, they put one of their counters in the middle.
- 7 When its your turn you can pass but you have to put a counter in the middle.
- 8 Once everyone has had two turns, repeat **steps 3 to 7** again.
- 9 The winner is the person with the most counters at the end.