Number Path Game 1-10

Spin. Move 1 or 2. Say the numbers on the squares as you move.

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



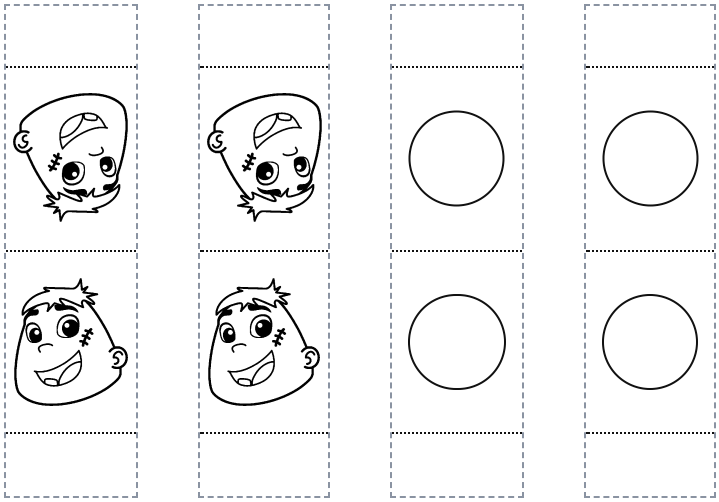
Wonster WORDS
www.wonsterwords.com/download

Number Path Game 1-10: Pieces

One piece for each player, on Start. Take turns: spin, move 1 or 2, and say each number you land on.

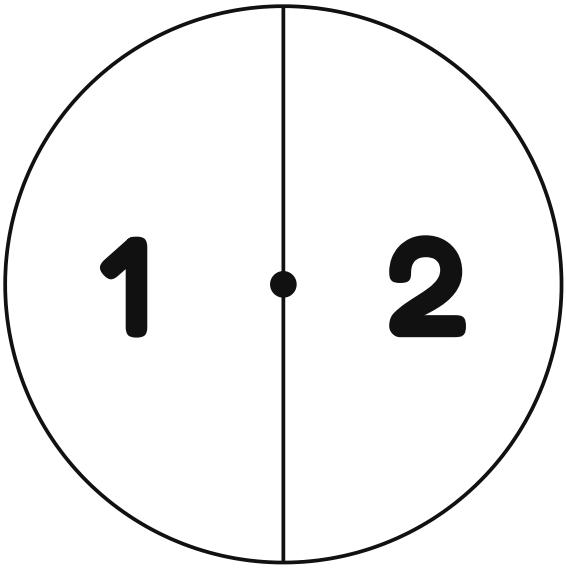
Playing pieces

Cut on the dashed lines. Fold on the dotted lines: the middle fold makes a tent, and the ends fold out so it stands.



Spinner

Put a paper clip on the middle, hold it there with a pencil point, and flick the clip. No spinner? Flip a coin: heads 1, tails 2.



For Grown-Ups: How to Use These Games

A few minutes a game, for two players, with scissors, a paper clip, and a pencil for the spinner.

Why use it

In a 2008 study, preschoolers who played a board game numbered 1 to 10 for about an hour got better at counting, reading numbers, and judging which number is bigger. Children who played it with colors instead of numbers did not. The path is straight because on a straight board a bigger number is also farther along.

What it is good for

- Pre-K and kindergarten: saying 1 to 10 in order.
- Counting on from a square, not from 1.
- Comparing two places: who is closer to 10?

How to use it

1. Cut out the pieces and the spinner on page 2. Each player puts a piece on Start.
2. Take turns: spin and move 1 or 2. No spinner? Flip a coin: heads moves 1, tails moves 2.
3. Say the numbers on the squares as the piece moves: on the 4 with a spin of 2, say 5, 6, not 1, 2.
4. If your child counts the hops, say the squares yourself, then together.
5. After a move, ask one question, such as who is closer to 10?

> **Try saying:** “You are on 4 and you spun a 2. Move and say the squares: 5, 6.”

Tip: Play one game a day for a week rather than five in one sitting.