Race to 100

Two to four players. Each player puts a marker on 1. Take turns: spin, then move your marker that many squares along the chart.

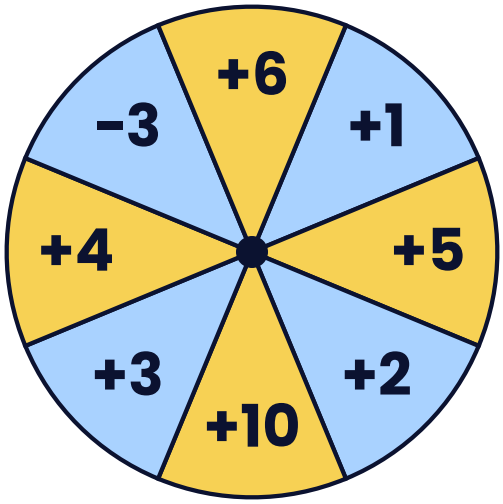
- The first marker to land on 100 exactly wins.
- If a spin would take you past 100, stay where you are.
- If you spin −3 on square 1, stay on 1 (you cannot go below 1).
- Say each number out loud as you move: counting on is the lesson.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

The spinner is on page 2. You need a pencil and a paper clip.

The Spinner and the Game Record

Put the tip of a pencil through a paper clip at the center and flick the clip. Read the number it stops on.



Game record: write each turn

Turn	I was on	I spun	Now I am on
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			