

SPIN TO 20

MATH GAME MATS



Thank You

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About this resource:

Supplies needed:

- Spin to 20 Activity mat
- Plastic spinner
- 20 manipulatives per student (such as mini erasers)

This is a great game to practice counting to 20 and one to one correspondence. It can be used as a morning tub, math center, or early finisher activity. Students can play with a partner, a small group, or play individually.

To prepare this activity print the activity mats on cardstock and laminate for durability.

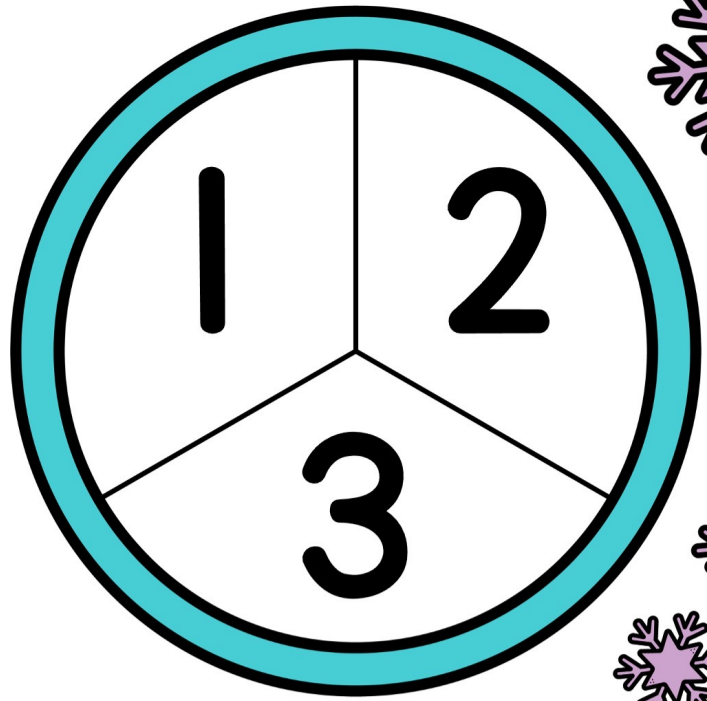
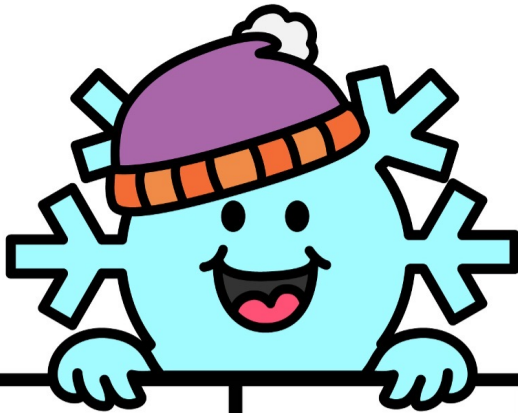
Students will take turns spinning the spinner on their game mat. They will read the number and place that many counters or manipulatives on their ten frame.

The first player to get to 20 is the winner. For students to win, they need to spin the exact number needed to fill the mat. For instance, if only one spot is left students must spin a 1 to win the game.

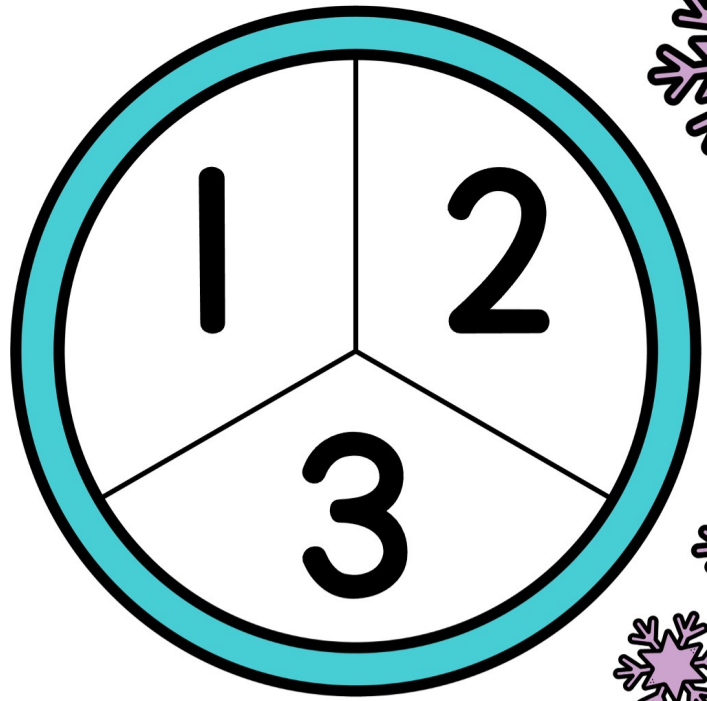
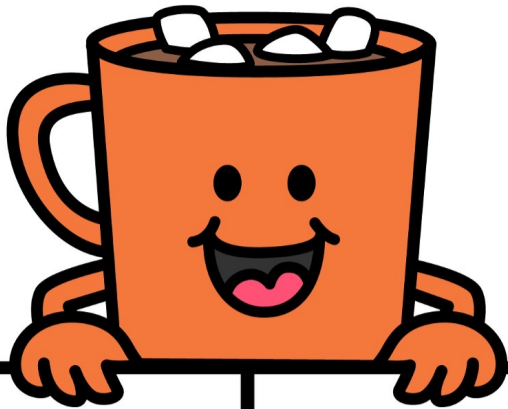
To determine which player goes first, each student will spin the spinner. The player who spins the larger number goes first.



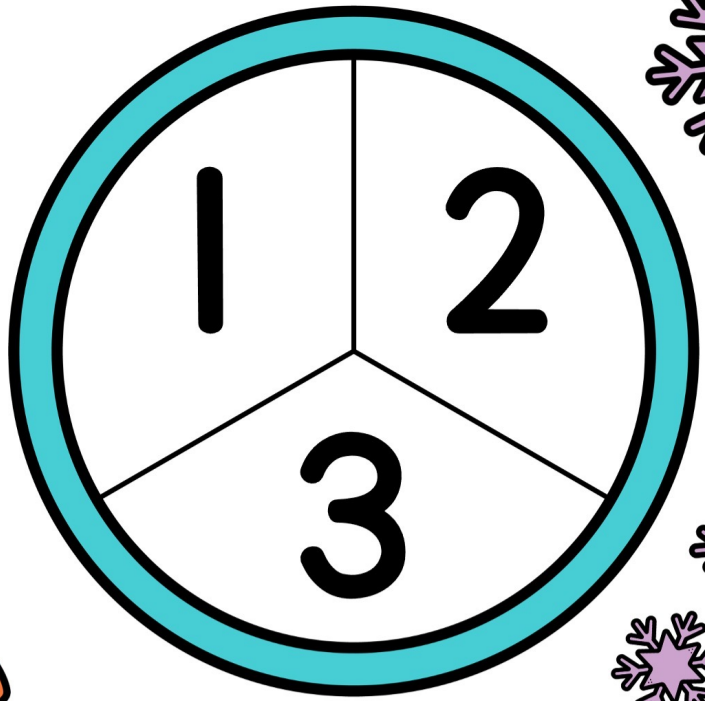
SPIN to 20



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