

Spin 30

Students play with a partner or small group. They take turns spinning the spinner and placing that many manipulatives on their game board. The first person to 30 wins. Towards the end of the game, students need to spin the exact number on their game mat to finish the game. So if they have 28 and they spin a 3, they lose a turn. Same with the number 29, they need to spin a 1 in order to win the game!



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

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