

Total = Ten Rules

Instructions:

Print out the four game sheets and the pieces for the game onto A4 light card or paper. Laminate for durability. Print out extra sets of number squares for multi-player games – printing them onto different colours of paper or card will make sorting them easier!

Cut out the numbered squares and the ten-sided spinning die.

For games 2 and 3 you will need the spinning die or, if you have one, a ten-sided dice: Punch or pierce a small hole in the centre of the spinning dice and insert a small piece of pencil sized dowelling, sharpened with a pencil sharpener at one end. It must fit tightly to work. If you use a 10-sided dice, 0 can be used as either 0 or 10.

Game 1: Total = Ten Race

It's a race to find the correct numbered squares to make each of the number sums true. The race can be either against other students – to see who can complete their sheet first, or against a clock / timer – either to finish within the time given, or to get their best time – they can then try to beat that time when completing the other sheets.

Game 2: Total = Ten Die Game

Two or more players, each with a game sheet and a set of numbered squares, take turns spinning the 10-sided die or rolling a 10-sided dice. Whichever number you roll, you can use the corresponding numbered square to fill a blank on your sheet. If you already have that number, your turn passes onto the next child. The first child with a completed sheet wins.

Game 3: Total = Ten Bingo

For up to four players. Each child has a different game sheet and a set of numbered squares.

The die or dice is spun. The corresponding numbered square to the number it lands on can be placed on the sheet if it completes a sum. The first child to complete all their sums is the winner and yells "Bingo Total Ten".