

NUMBERS ON A PATHWAY

Objective: to throw 2 dice (1-6 & 4-9) to create two-digit numbers, then place the numbers in a series of ten circles, ordering them from smallest to largest.

*The digit on either die can be used in the ones place, with the remaining digit used in the tens place.

*Once a # has been placed in a circle it can't be moved.

*If a throw of the dice doesn't produce a # that will fit on an empty circle in the pathway, the game continues but a tally needs to be recorded.

*The goal is to complete the pathway without having to record any tallies.

