RACE TO THE MOON
ADDING AND SUBTRACTING TO 10

Race to the Moon is a space game where the aim is to build a path of counters from the Earth to the Moon. You build a path of counters by answering the addition and subtraction questions correctly.

Age range: 1st Grade +
Number of players: 2 or 3
Learning: Addition to 10+10, Subtract with numbers to 10

You will need
- 20 counters in different colors (one color per player)

Instructions

• Choose a subtraction you want to place a counter on. You can only place a counter on a calculation which does not already have a counter on.
• Work out the answer in your head. You can use the number line to help you.
• Say the calculation and the answer.
• Your partner will check in their head.
• If you are right, you place a counter. Then it is your partner’s turn. If you are wrong, you don’t get to place a counter.
• The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally).

Variations

• If you get an answer wrong, your partner can remove one of your counters from the board.

Examples of winning paths.
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Who will be first to get from Earth to the Moon?

[Hexagon grid with various addition and subtraction problems, ranging from 6-1 to 10+10, and 8+2 to 6+10, scattered throughout the grid.]