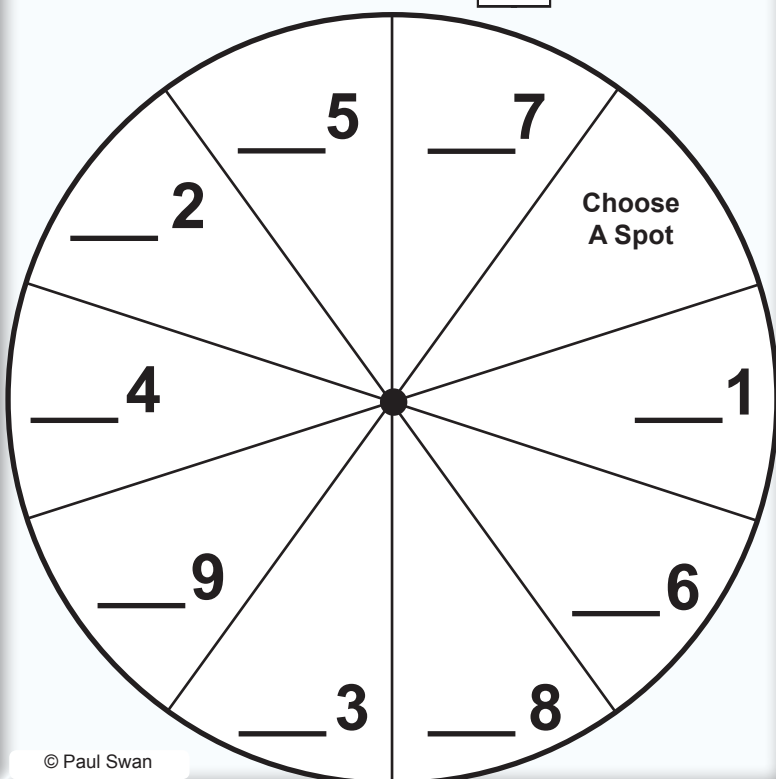


# Build to

1	3	9	7	4	2
4	7	6	8	1	5
2	8	1	3	5	9
5	3	8	6	9	7
6	1	8	4	2	9
3	7	2	5	6	4

## Build to



© Paul Swan

### Build To:

A game for two players.

**Aim:** To be the first player to place three counters, next to each other, in a row, column or diagonal.

**Materials Required:** 36 transparent counters, 18 of one colour and 18 of another colour.

- Players take turns to flick the spinner and place a counter on the board that 'builds the number shown on the spinner to ten'. For example, if the spinner shows 7, the player would place a counter on 3.
- Play continues until one player has placed three counters, next to each other, in a row, column or diagonal.

#### Variation

- Allow a 'bump off' rule
- Play "Build to any Decade" (see back).

[drpaulswan.com.au](http://drpaulswan.com.au)

## Build to ...

Initially students would play 'Build to Ten'.

Later students can play 'Build to any Decade (ten)'. For example, they could play 'Build to 30'. When playing build to 30 the digit '2' should be inserted in the ten's place on the spinner. When playing 'Build to 50', the digit '4' would be inserted in the tens place on the spinner.

### ***Variation***

Allowing a bump off rule, that is, where one player may remove another player's counter from the board and replace it with one of their own. Encourages strategic thinking.

### **Australian Curriculum Links**

Yr 1 (ACMNA015): Solve simple addition and subtraction problems using a range of strategies.

Yr 2: ACMNA030 Solve simple addition ... problems using a range of efficient mental ... strategies.

### ***Elaborations***

Becoming fluent with a range of mental strategies for addition ..., such as commutativity for addition, ***building to 10***, doubles, 10 facts and adding 10.

Yr 3: (ACMNA055): Recall addition facts for single-digit numbers ... to develop increasingly efficient mental strategies for computation.

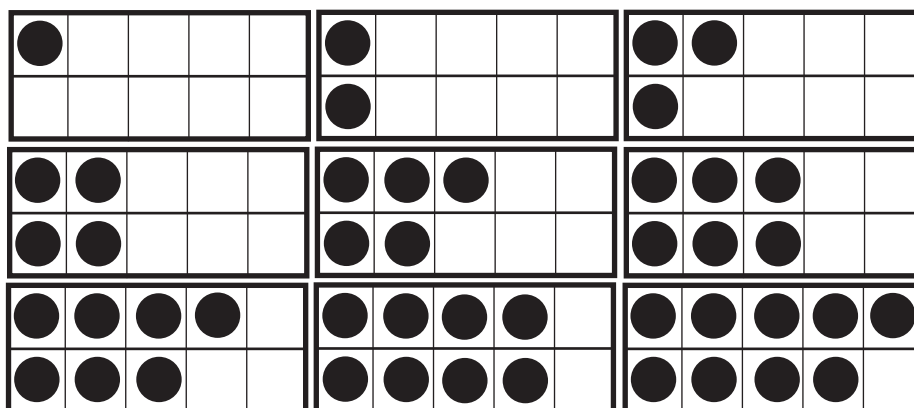
### ***Elaborations***

Recognise that certain single-digit number combinations always result in the same answer.

### **Teacher notes**

Prior to learn the 'build to ten' facts students will have partitioned numbers such as 7, eg  $7 + 0$ ,  $6 + 1$ ,  $5 + 2$ ,  $4 + 3$ ,  $3 + 4$ ,  $2 + 5$ ,  $1 + 6$ ,  $0 + 7$ . Eventually they will partition ten;  $10 + 0$ ,  $9 + 1$ ,  $8 + 2$  ...

Ten frames are an ideal manipulative that will help children to learn 'build to ten facts'.



Cuisenaire Rods provide a different model.

