

# Blast Off in... 2

© Michael Nelson

## Players

A game for 2 players.

## Materials

- 3 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 2, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 2.

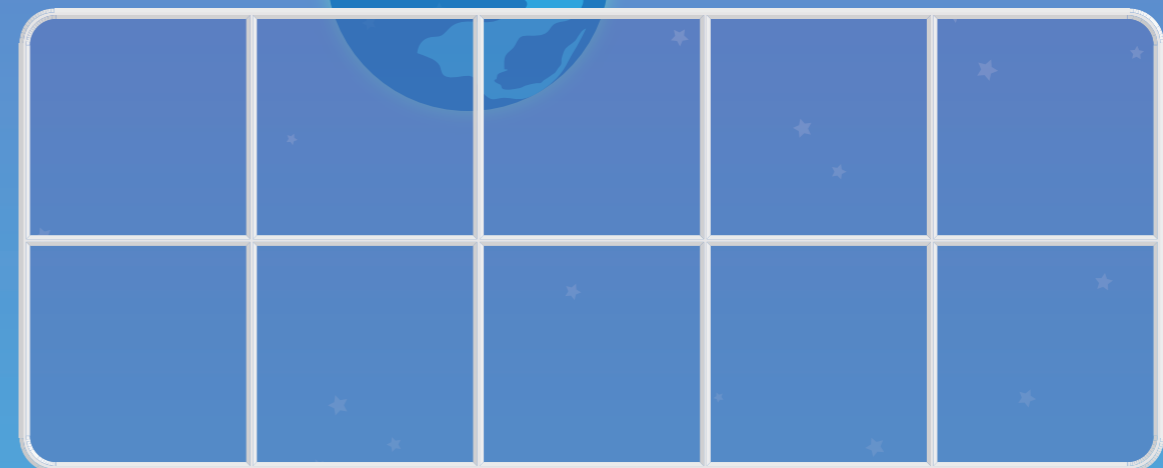
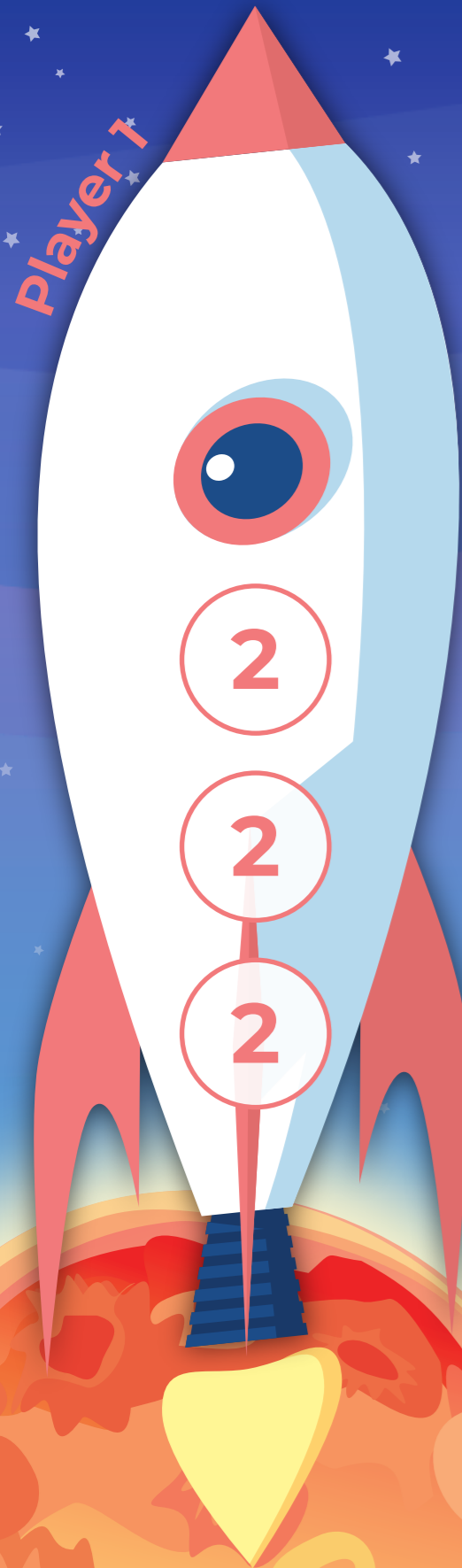
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



# Blast Off in... 3

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## Players

A game for 2 players.

## Materials

- 4 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 3, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 3.

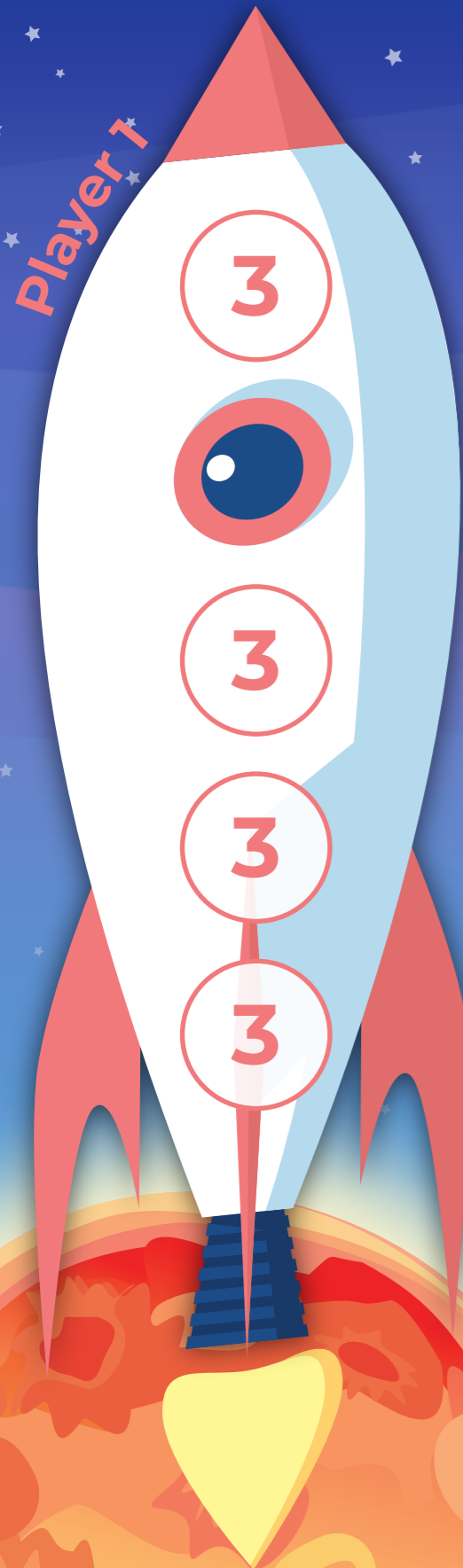
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

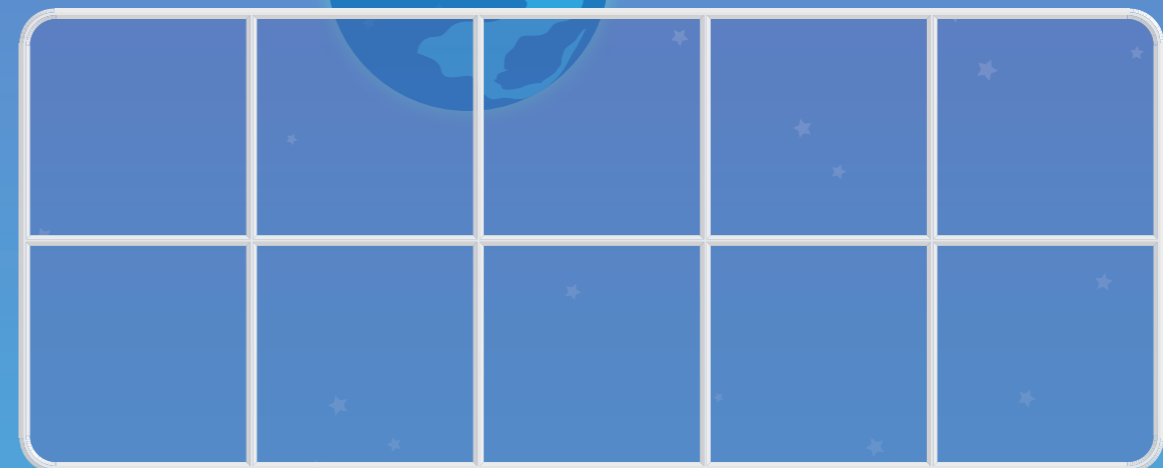
(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



Player 1



Player 2



# Blast Off in... 4

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## Players

A game for 2 players.

## Materials

- 5 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 4, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 4.

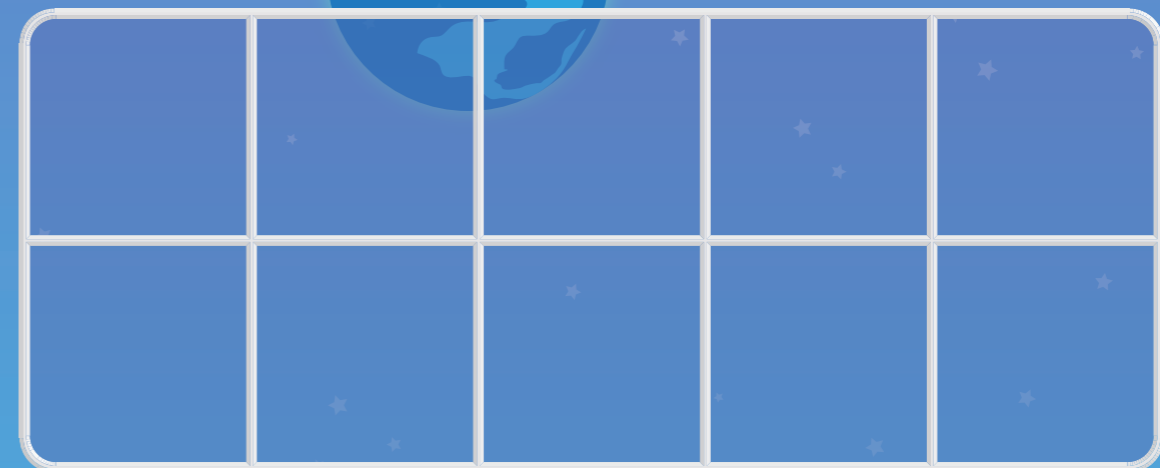
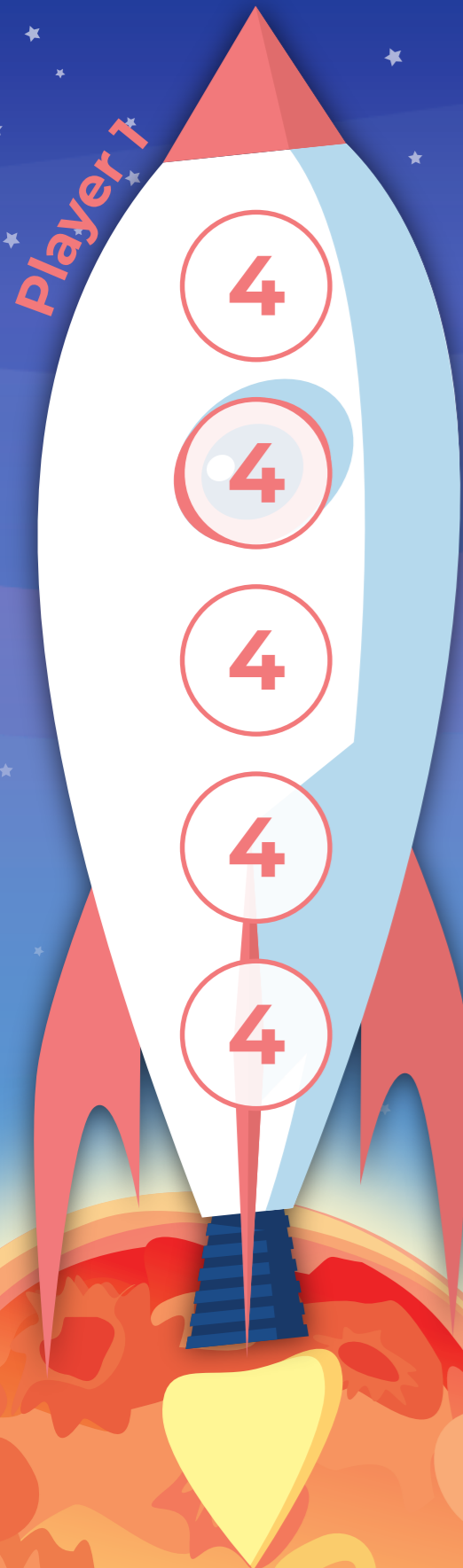
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.





# Blast Off in....5

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## Players

A game for 2 players.

## Materials

- 6 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 5, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 5.

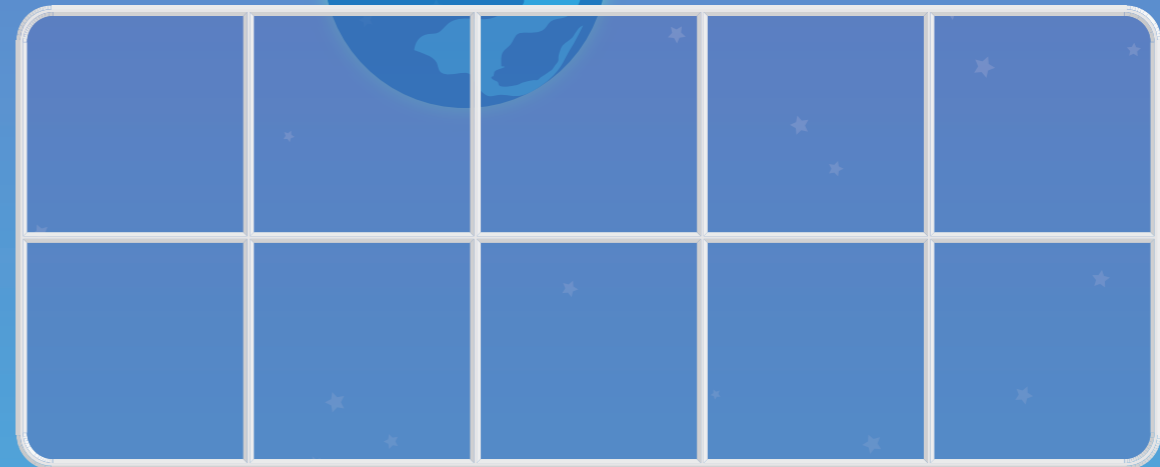
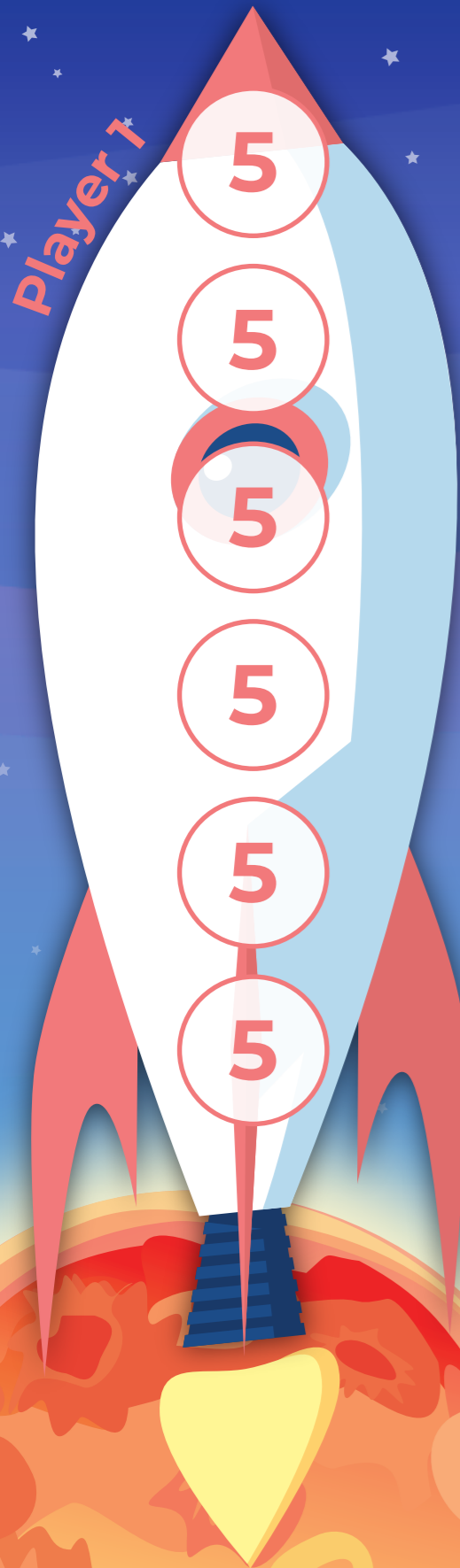
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



# Blast Off in... 6

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## Players

A game for 2 players.

## Materials

- 7 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 6, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 6.

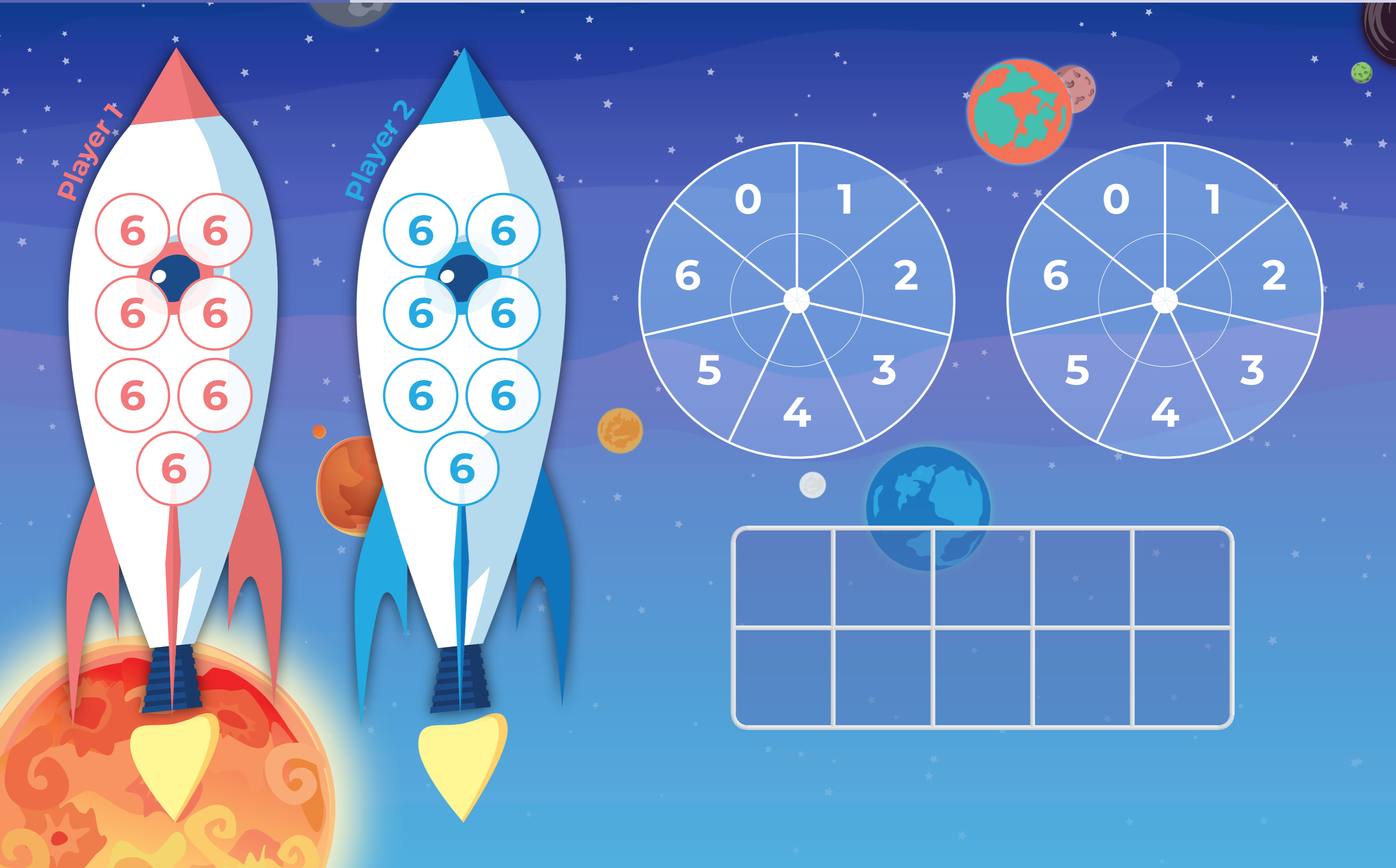
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



# Blast Off in... 7

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## Players

A game for 2 players.

## Materials

- 8 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 7, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 7.

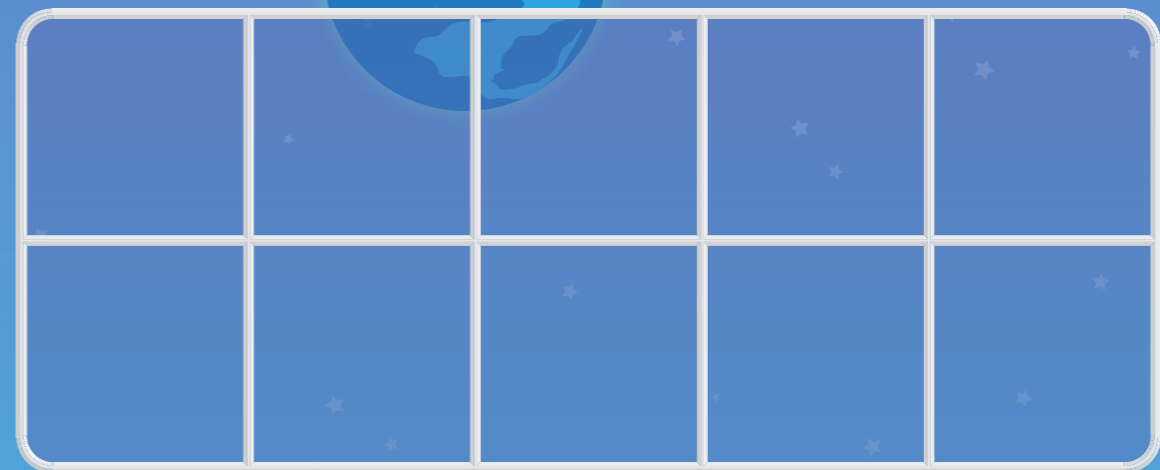
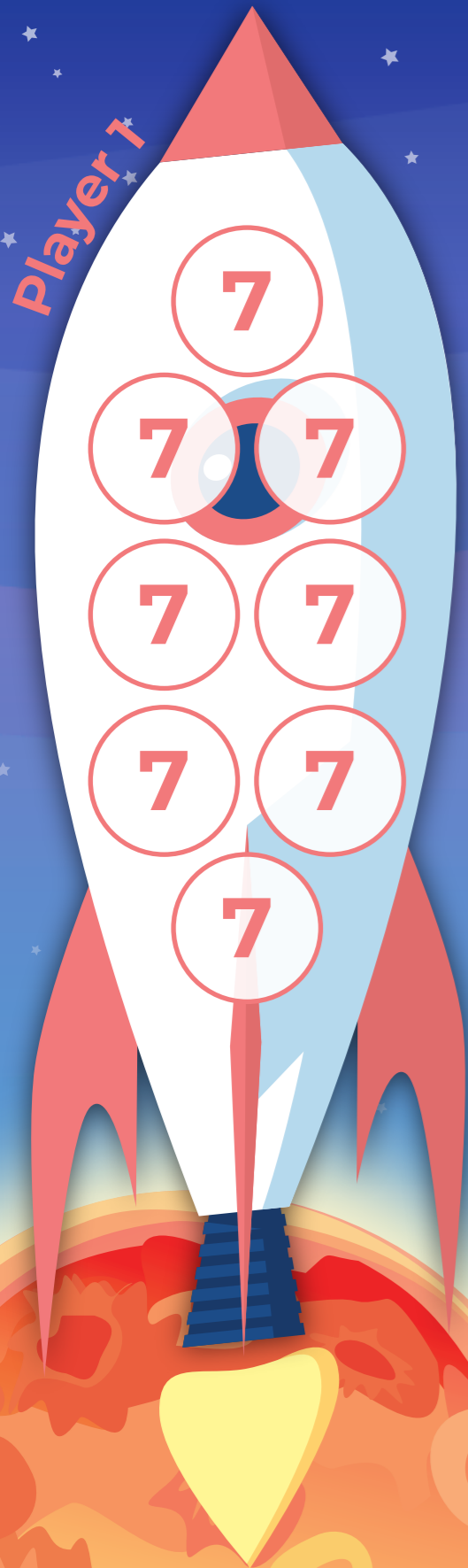
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.





# Blast Off in... 8

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## Players

A game for 2 players.

## Materials

- 9 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 8, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 8.

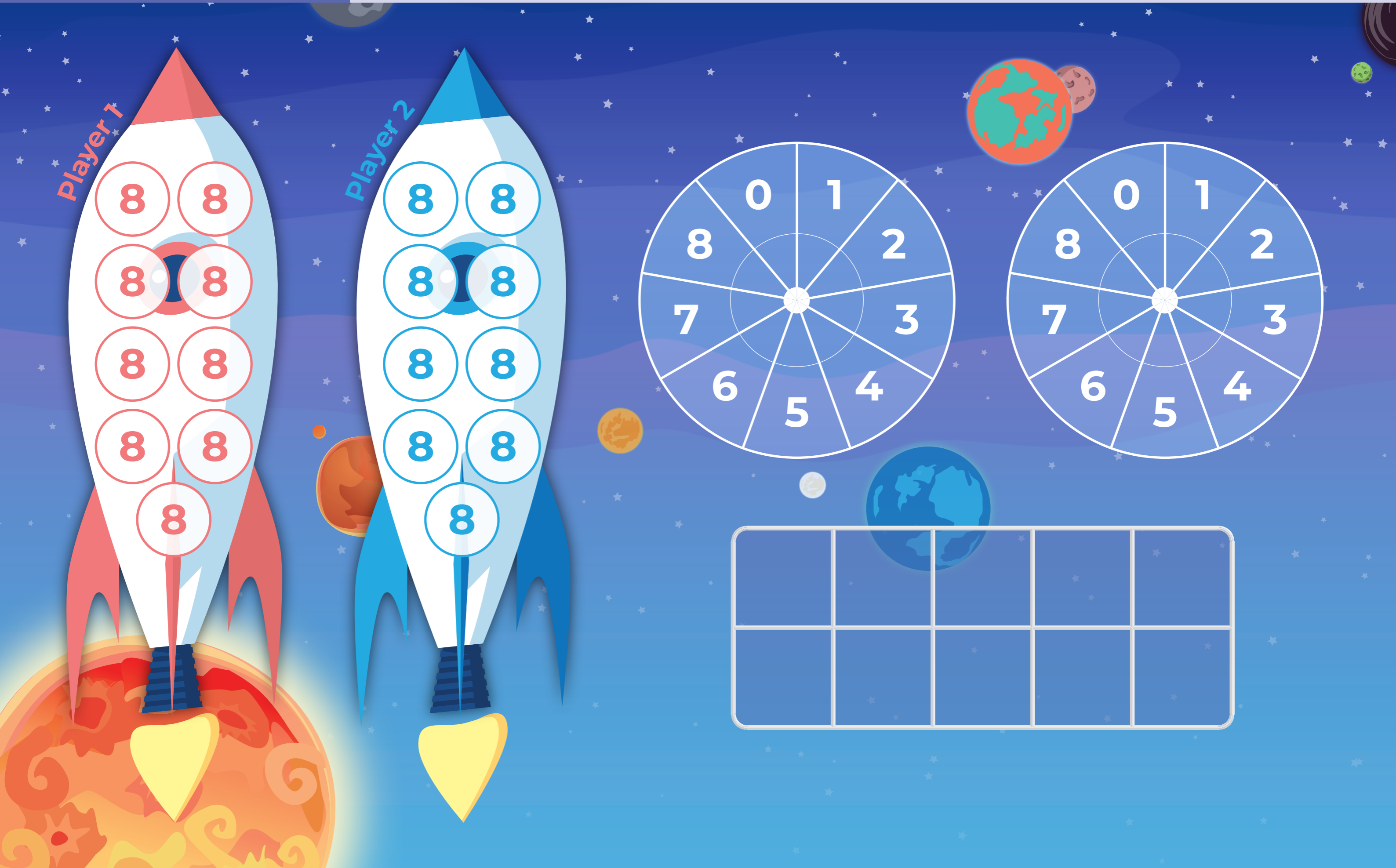
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

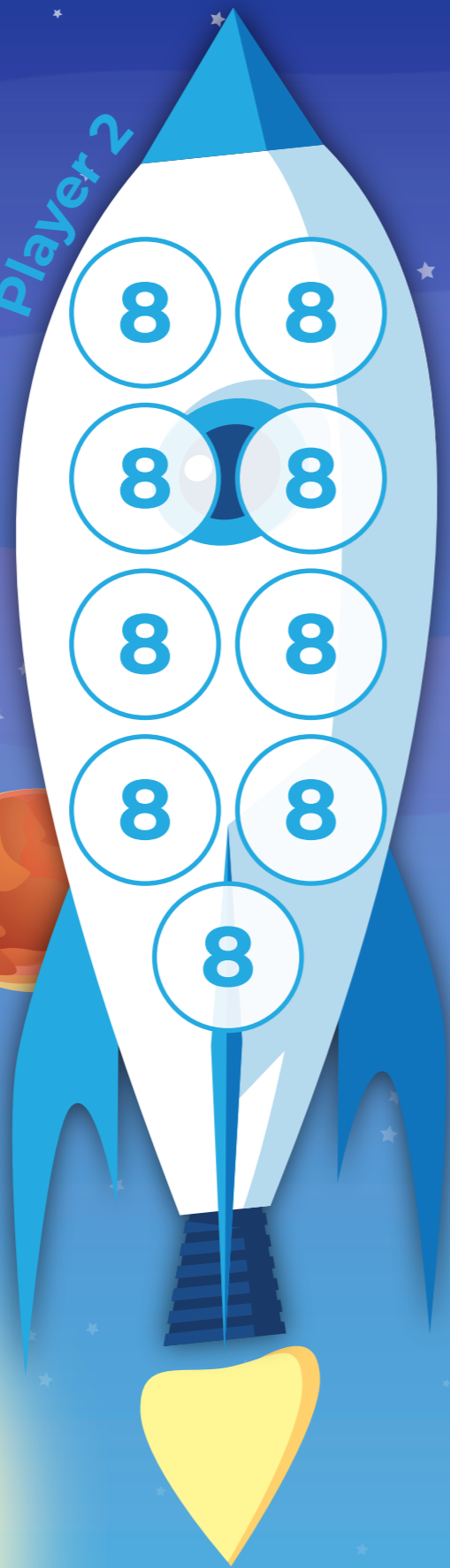
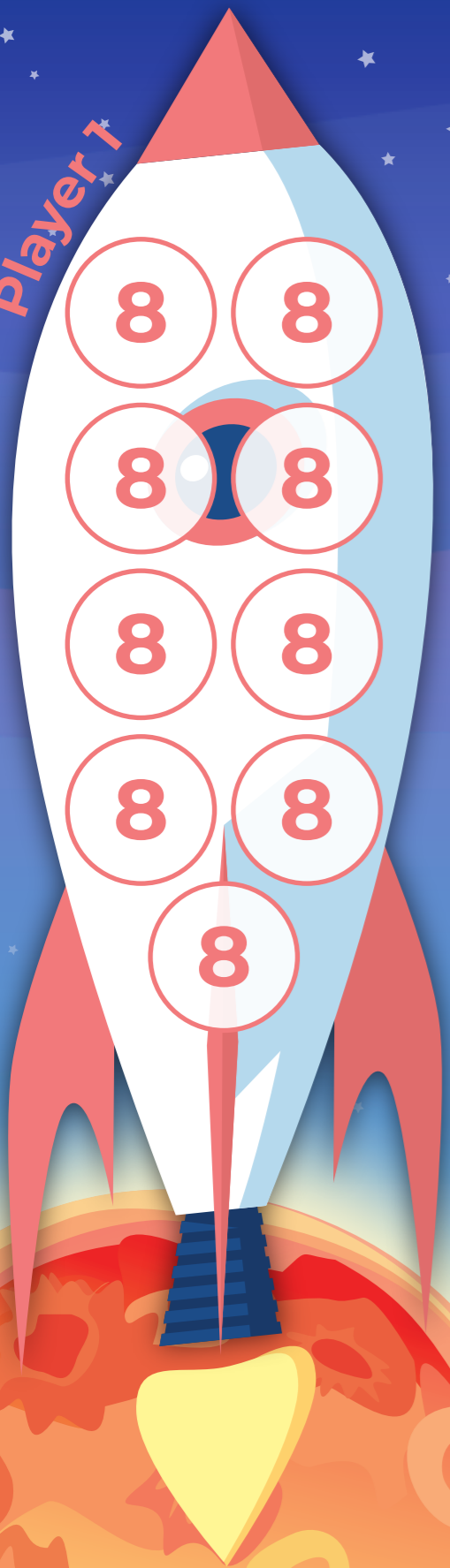
### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



Player 1

Player 2




# Blast Off in... 9

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## Players

A game for 2 players.

## Materials

- 10 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 9, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 9.

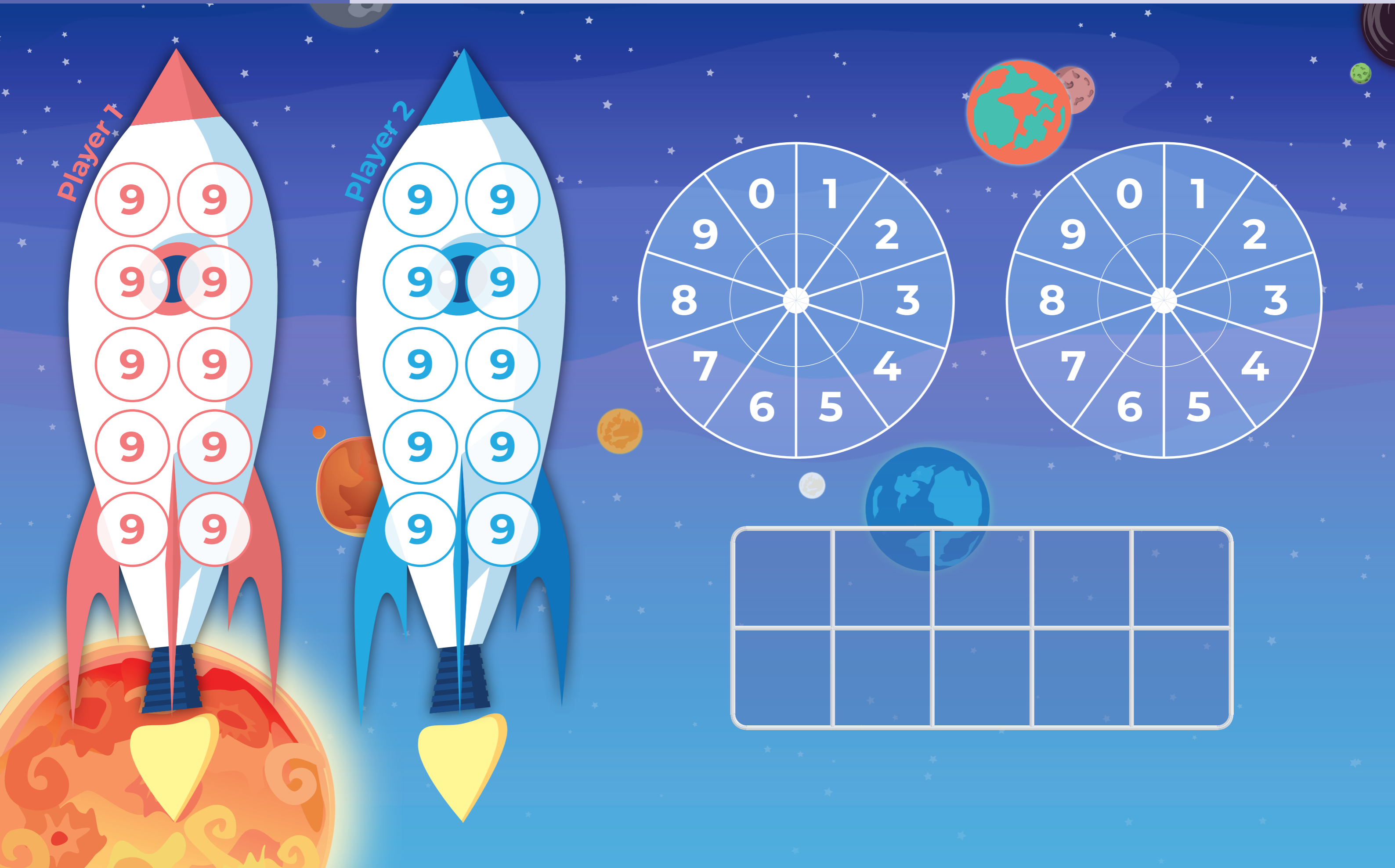
## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.



Player 1

Player 2






# Blast Off in... 10

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## Players

A game for 2 players.

## Materials

- 11 counters each.

## Rules

Players take turn spinning both spinners. If their two numbers add to 10, they place a counter on their rocket matching the equation that they made. The winning player is the one who has a counter on each circle of their rocket.

**Optional:** Players can use the provided tens-frame to help work out the numbers that add up to 10.

## Australian Curriculum Links

### Foundation

(ACMNA002) Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.  
(ACMNA004) Represent practical situations to model addition and sharing.

### Year 1

(ACMNA015) Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.

