

# RACE TO THE MOON

## NUMBER BONDS TO 50

*Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.*

**Level of difficulty:** ①

**Number of players:** 2 or 3

**Learning:** Number bonds (or complements) to 50, strategy

**You will need**

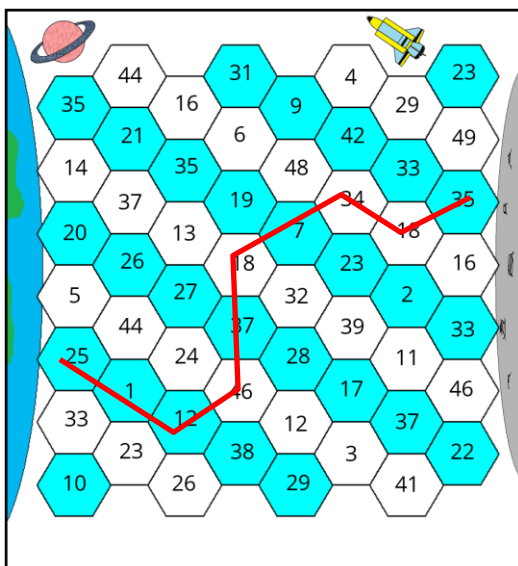
- Each player will need 15-20 counters of their own color.

### Instructions

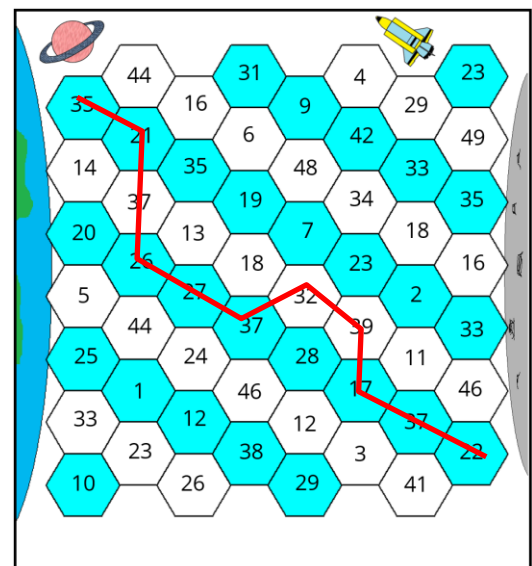
- Choose a number on the grid you want to find the complement of 50 for on one of the uncovered hexagons on the game board (e.g. 35).
- Work out the answer in your head.
- Say the number bond or complement to 50 (e.g.  $35 + 15 = 50$ , or  $50 - 35 = 15$ ).
- Your partner will check in their head (or using a calculator).
- If you are right, you place a counter on the hexagon. 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). See below.

### Variations

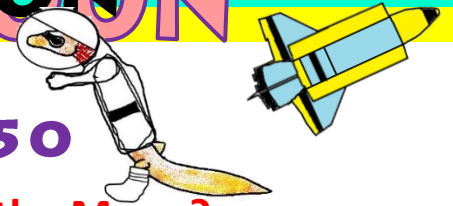
- If you get an answer wrong, your partner can remove one of your counters from the board.



Examples of winning paths.



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Who will be first to get from Earth to the Moon?

A large hexagonal grid representing a path from Earth to the Moon. The grid is 10 columns wide and 10 rows high. The numbers in the grid are as follows:

44	31	4	23
35	16	9	29
21	6	42	49
14	35	48	33
37	19	34	35
20	13	7	18
26	18	23	16
5	27	32	2
44	37	39	33
25	24	28	11
1	46	17	46
33	12	12	37
23	38	3	22
10	26	29	41

The grid is decorated with a planet Saturn on the left, a rocket on the right, and a stylized Earth on the far left. The numbers are arranged in a way that suggests a path from Earth to the Moon.