## RACE TO THE NEW WORLD

### **ADDITION FACTS TO 20**

Race to the New World is a fun game which involves trying to make a path of unbroken counters from the Southampton in the UK to Plymouth, Massachusettes to represent the journey of the Mayflower. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

**Age range:** 2<sup>nd</sup> Grade+

Number of players: 2 or 3

Learning: Addition facts within 20, strategy

You will need

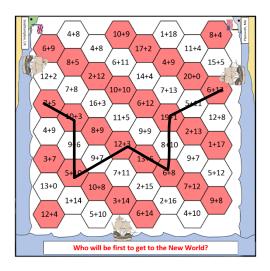
- Each player will need 15-20 counters of their own color.

#### **Instructions**

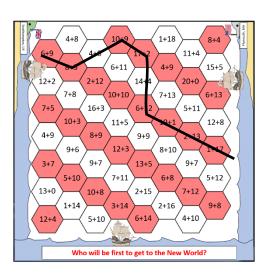
- Choose an addition fact you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head.
- Say the calculation and the answer.
- Your partner will check in their head.
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. 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 Southampton to Plymouth (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.







# RACE TO THE NEW WORLD

**ADDITION FACTS TO 20** 



