**Five Plus**

**Achievement Objectives:**

Know groupings with five, within ten, and with ten.
**Purpose:**

The purpose of this activity is to help students learn groupings with 5. For example 5 and 1 make 6; 5 and 2 make 7.

**Specific Learning Outcomes:**

recall groupings with 5. For example 5 and 1 make 6; 5 and 2 make 7.

**Required Resource Materials:**

Gameboards: copymaster 1 (one per student)

Counters

Six sided dice, with numbers 1 to 6

**Activity:**

Students play the Five Plus game in pairs:

1. Each student begins with a gameboard, some counters and a die.
2. Taking turns, the students roll the die, add the number that is rolled to 5 and a counter is used to cover that number on the students gameboard. For example, if a 4 is rolled, 5+4=9, so a counter is placed over the number 9. If the resulting number is already covered on the board, the next player takes their turn.
3. The winner is the first student with all the numbers on their gameboard covered.

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| **6**  | **8**  | **9**  |
| **10**  | **7**  | **11**  |
|   |  |  |
| **7**  | **9**  | **10**  |
| **8**  | **6**  | **11**  |
|   |  |  |
| **6**  | **11**  | **7**  |
| **9**  | **8**  | **10**  |