

CROSSING: Notes

Level: Grades PreK-1

Recommended Number of Players: 3

Math Skills: one to one correspondence

Mathematical Benefits:

Crossing encourages students to consider one to one correspondence at each turn. Students will count the number of dots on a die, for example, and then need to count that same number of spaces for each path. To be successful, students must compare the number they have rolled to each of their paths and determine which will be most beneficial. This provides an opportunity for students to begin thinking critically about their options. The *Crossing* game board also has the number 1-10 written in each space, this allows students to begin a conversation about addition, even without formal instruction. A student who has a game piece on the number 5, and then rolls a 3, can move their piece by counting each space, but may see that they are now on space number 8 and be able to draw the conclusion that $5+3=8$. This reasoning is not essential to success, but may be an opening for discussion and exploration.

CROSSING: Rules

Materials:

- *Crossing* game board
- 3 markers for each player (9 total markers, in 3 different colors)
- 1 standard die

Objective: To be the first player to get all of your markers across the finish line.

To Play:

1. Players decide which color marker each one will use and which section of the board each one will use. Players then place all three of their markers in front of that section on the starting line.
2. Players decide who will go first.
3. Players take turns rolling the die and deciding which one of their markers to move that number of spaces. If a marker lands on a space with a black dot, the marker must be returned to start.
4. The first player to get all of his or her markers to the finish line (each marker must reach the finish line on an exact roll of the die) is the winner.

CROSSING

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start

CROSSING

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start

CROSSING

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start

CROSSING

Finish

10	10	10
9	9	9
8	8	8
7	7	7
6	6	6
5	5	5
4	4	4
3	3	3
2	2	2
1	1	1

Start