

Notes for *Track Meet*

Level: K-1

Recommended # of Players: 2

Materials: *Track Meet* gameboard; 2 standard dice

Math Skills: One-to-one correspondence; more and less

Mathematical benefits:

Track Meet gives its players the opportunity to compare two numbers to determine the greatest number rolled. The player who rolled the highest number gets to move. In this respect, the game is similar to *High Card*. It is a good game for children who have difficulty taking turns, or who always want to be first in a game, because they do not have to take turns to play this game.

Players are given the opportunity to reason about more and less by comparing two rolled numbers. They also engage in one-to-one correspondence as they move one space for every dot on the die. As they move around the track, players begin to see the game as a series of additions.

Track Meet

(2 players)

Materials: *Track Meet* game board; 2 markers; 2 dice

Objective: To be the one who crosses the finish line first.

To Play:

1. Each player takes a marker and one of the dice.
2. Both players roll their dice at the same time.
3. The player with the highest number moves his or her marker that number of spaces.
4. Notice that each time players roll their dice, only one player moves a marker.
5. If a player lands on a space that is already taken, both markers stay on the space.
6. The first player to move his or her marker all the way around the track wins.



Start / Finish

Track Meet

