

## How to use the spinner:

To make a spinner that spins freely we suggest using a paper clip in conjunction with a brad / split pin.



1) Push the split pin through the centre of the spinner and fold back its 'leaves'.

It is important that the split pin is not too tight to the paper (or the paper clip won't spin)

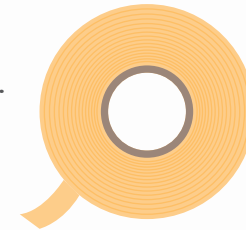
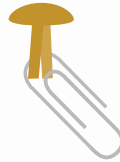
- so bend the leaves back at the half way point of the split pin rather than at the top.



It should protrude about 1cm from the spinner.

2) Secure the split pin by taping the leaves' to the back of the paper.

3) Push the paper clip over the split pin.



## How to play the game:

Cut out the picture cards and spread them out on a large surface.

Players must collect 10 cards from the category on their board by taking turns to spin the spinner.

To complete their board the player must spin a combination of numbers that totals exactly 10.

So for example, if the spinner lands on 5 and then 4 the player would need it to eventually land on 1 in order to complete the board. If it landed on any other number they would have to try again on their next turn.

The game is designed to build an awareness of the different ways that the number 10 can be formulated.

Suggested question to ask when playing the game: "You have x number of cards - how many more do you need to make 10?"





# Orange trains

Can you collect 10 orange train cards?

1	2	3	4	5
6	7	8	9	10

# Grey trains

Can you collect 10 grey train cards?

1

2

3

4

5

6

7

8

9

10



# Red trains

Can you collect 10 red train cards?

1	2	3	4	5
6	7	8	9	10



# Blue trains

Can you collect 10 blue train cards?

1	2	3	4	5
6	7	8	9	10



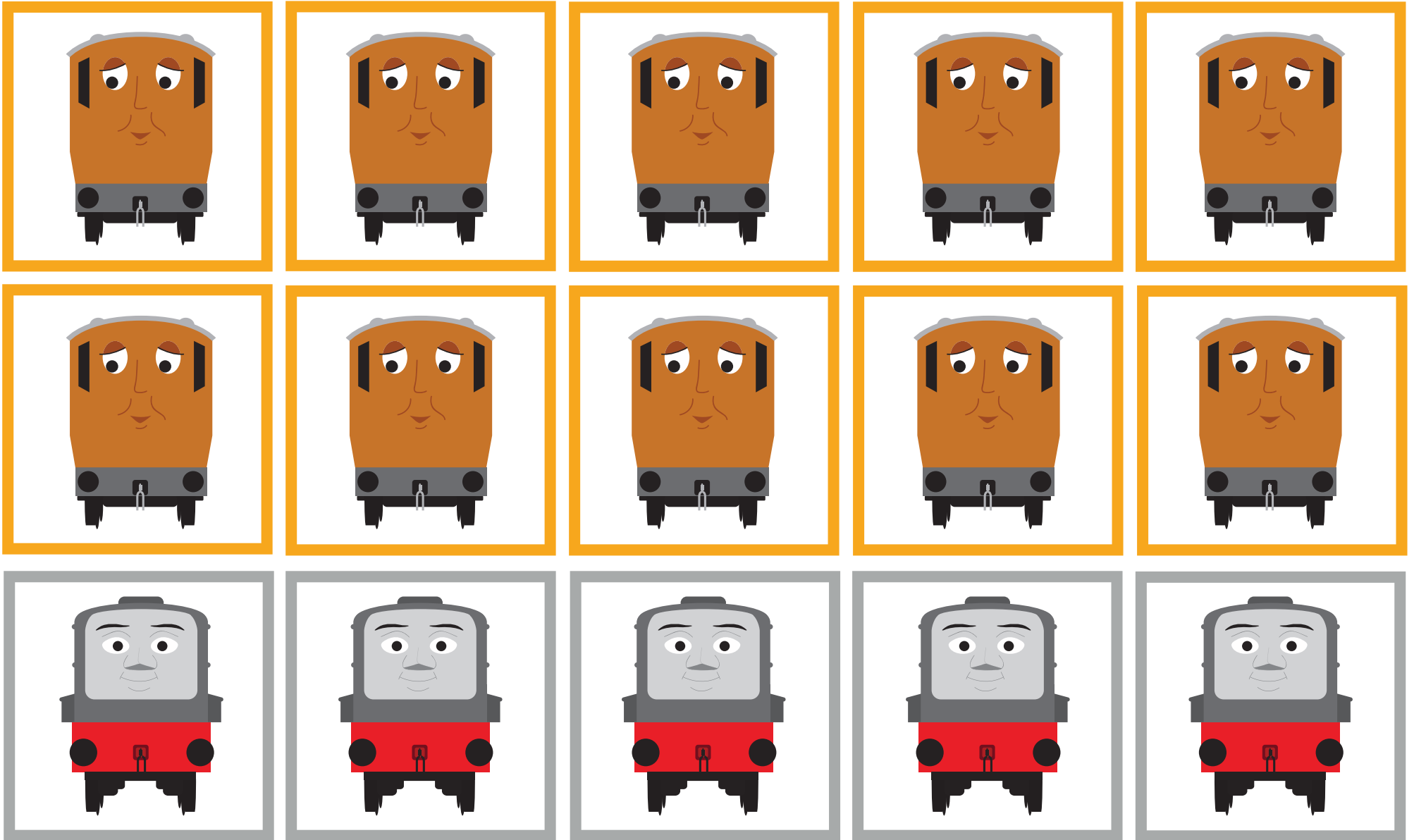
# Green trains

Can you collect 10 green train cards?

1	2	3	4	5
6	7	8	9	10



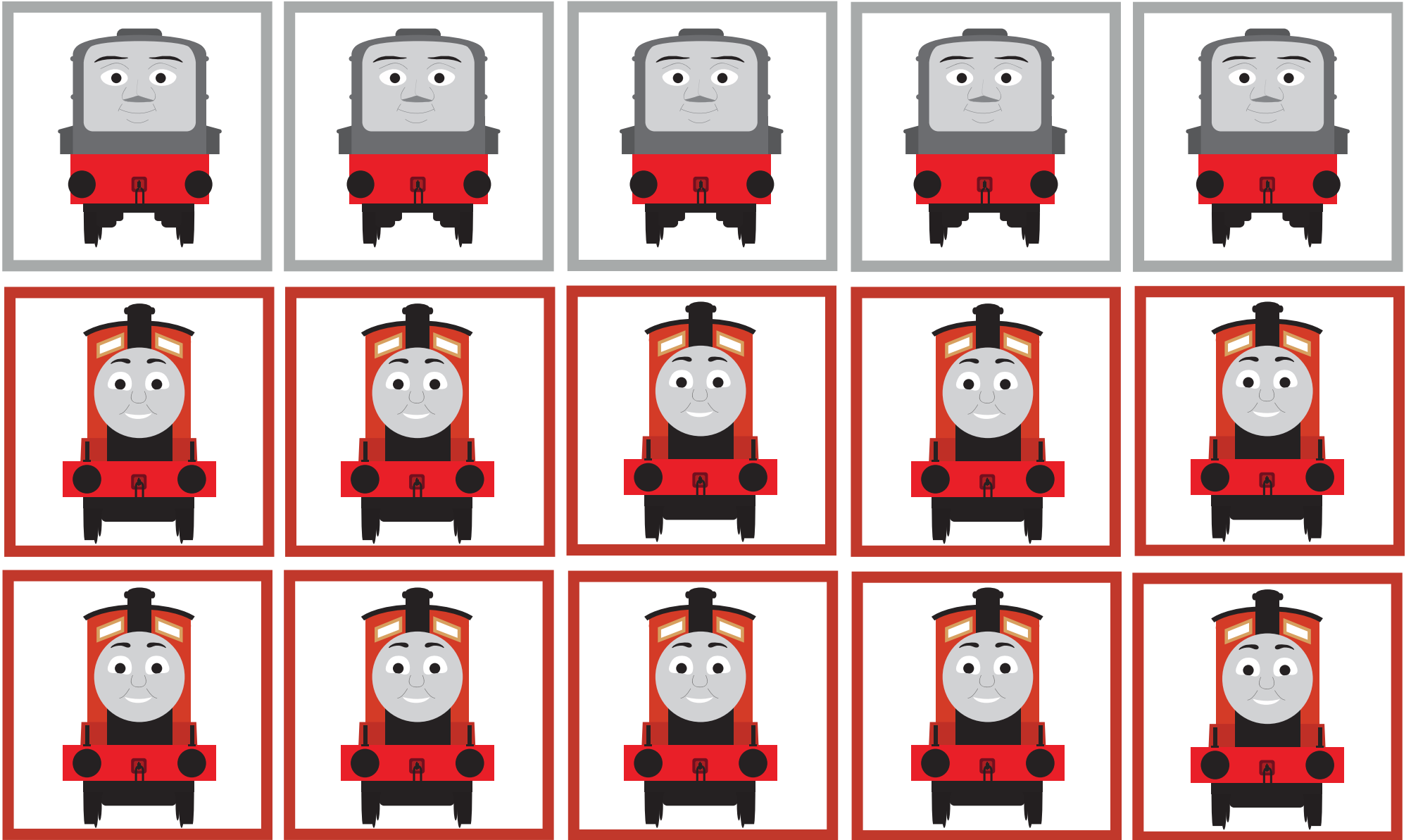
Cut out the picture cards and shuffle.





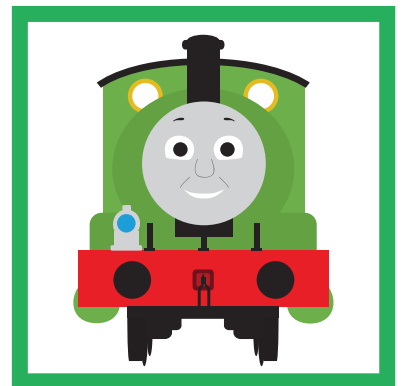
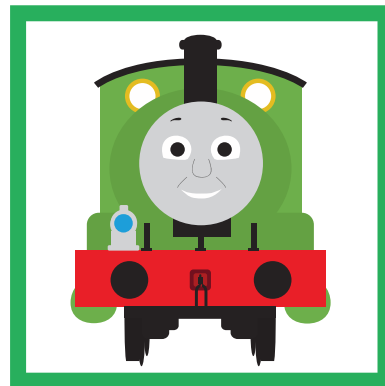
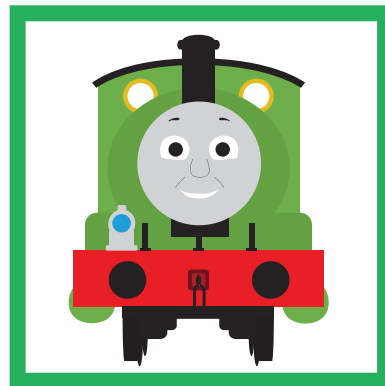
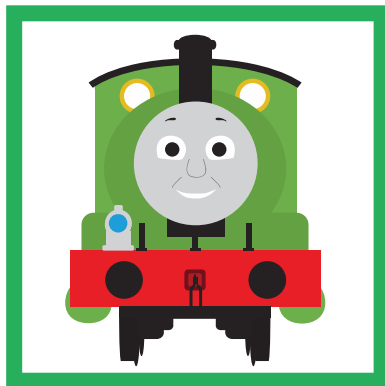
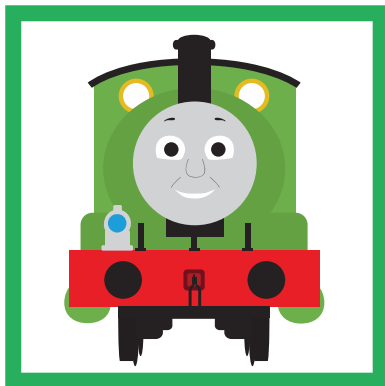
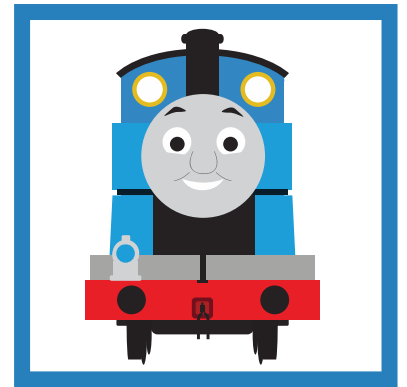
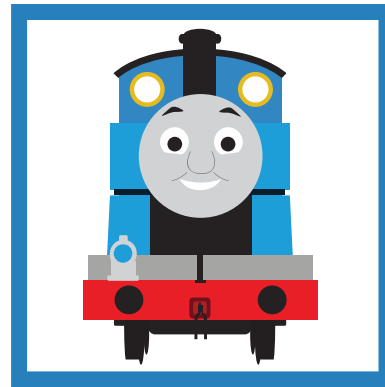
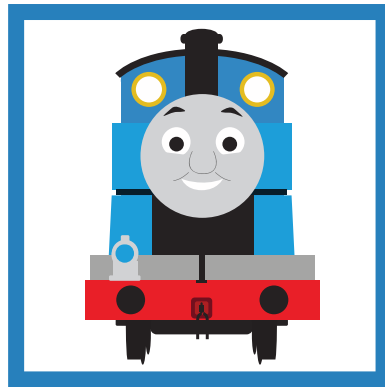
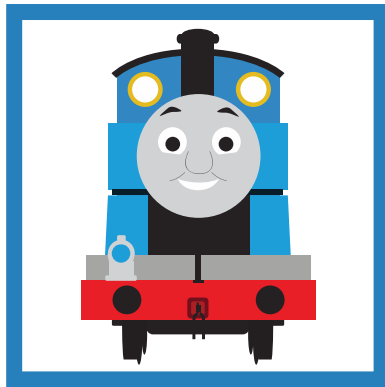
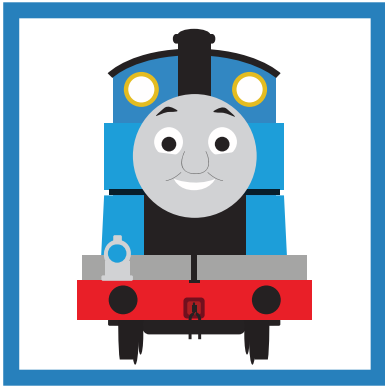
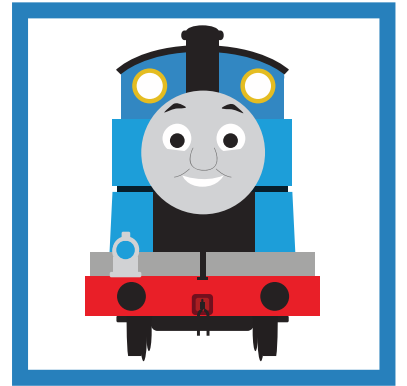
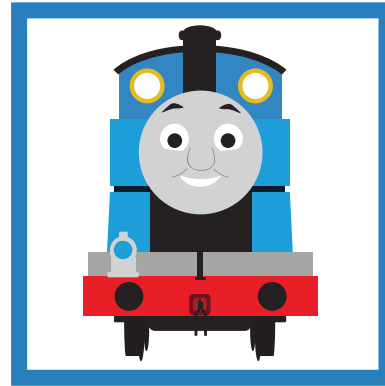
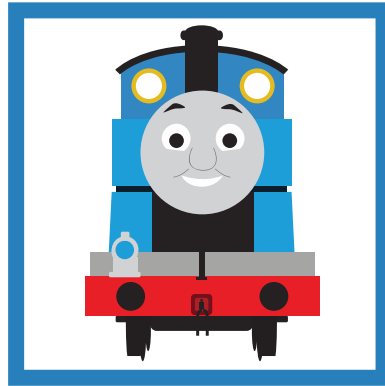
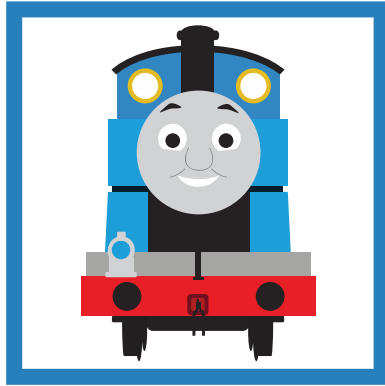
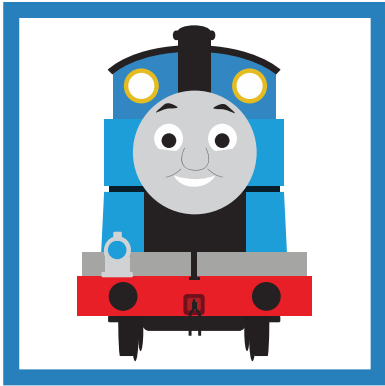


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