

# Paddy Eger

Individual/Partner  
**Difficulty Level:** Difficult  
**Math Operations:** A, S, M  
**Time:** 15 minutes

## Circle 'Round Number Challenge

**OBJECTIVES:** To reach your goal number with the fewest possible moves.

**MATERIALS:** (each person)

game board  
game tally card  
personal marker to place on your **goal number**  
number spinner 2-12 (makes facts to 48)  
\*\*clear markers (to use to show your path if desired)

**BEST USE:** Use various strategies with numbers.

**RULES:**

1. Place your marker on any square. That will be your starting point.
2. Flick the spinner to learn your goal number. It may be the number you see or a multiple of that number. Example: If you spin and land on the '2':

You may use '2' as your **goal number**/ending point

**OR**

You may use  $2 \times 2$  (4) or  $3 \times 2$  (6) or  $4 \times 2$  (8)

3. Announce your goal number then place your personal marker on that goal number.
4. On each turn, flick the spinner to see the number you must use on your path to your **goal number**. Remember, on each spin you may use the number you land on or a multiple of that number. The number or its multiple indicates the number of squares you must move to complete your turn.
5. Whatever square you stop on is where you must wait until your next turn begins. Then continue taking turns until you land exactly on your **goal number**.
6. Keep track of how many squares you must cross between where you begin and your goal number.
7. When the time ends, total up your scores for each game you play. The lowest number wins.

**OPTIONS:**

Limit the number of moves per turn.

Allow players to only add or only subtract during each turn

# Circle 'Round Number Challenge Game Board

<b>Begin on any Square</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>
<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>
<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>	<b>30</b>
<b>31</b>	<b>32</b>	<b>33</b>	<b>34</b>	<b>35</b>	<b>36</b>
<b>37</b>	<b>38</b>	<b>39</b>	<b>40</b>	<b>41</b>	<b>42</b>
<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>47</b>	<b>48</b>

# Circle 'Round Number Challenge Tally Card

Play as many rounds as you have time. For each round, write down 1) your number and add 2) the total of moves you needed on each turn.

The lowest number wins.

## Player #1

Round #1	Goal #	+	Tally # of Moves	=	Total
1					
2					
3					
4					
5					
Grand Total:					

## Player #2

Round #1	Goal #	+	Tally # of Moves	=	Total
1					
2					
3					
4					
5					
Grand Total:					

## Player #3

Round #1	Goal #	+	Tally # of Moves	=	Total
1					
2					
3					
4					
5					
Grand Total:					

## Player #4

Round #1	Goal #	+	Tally # of Moves	=	Total
1					
2					
3					
4					
5					
Grand Total:					

# 2 - 48 Spinner

