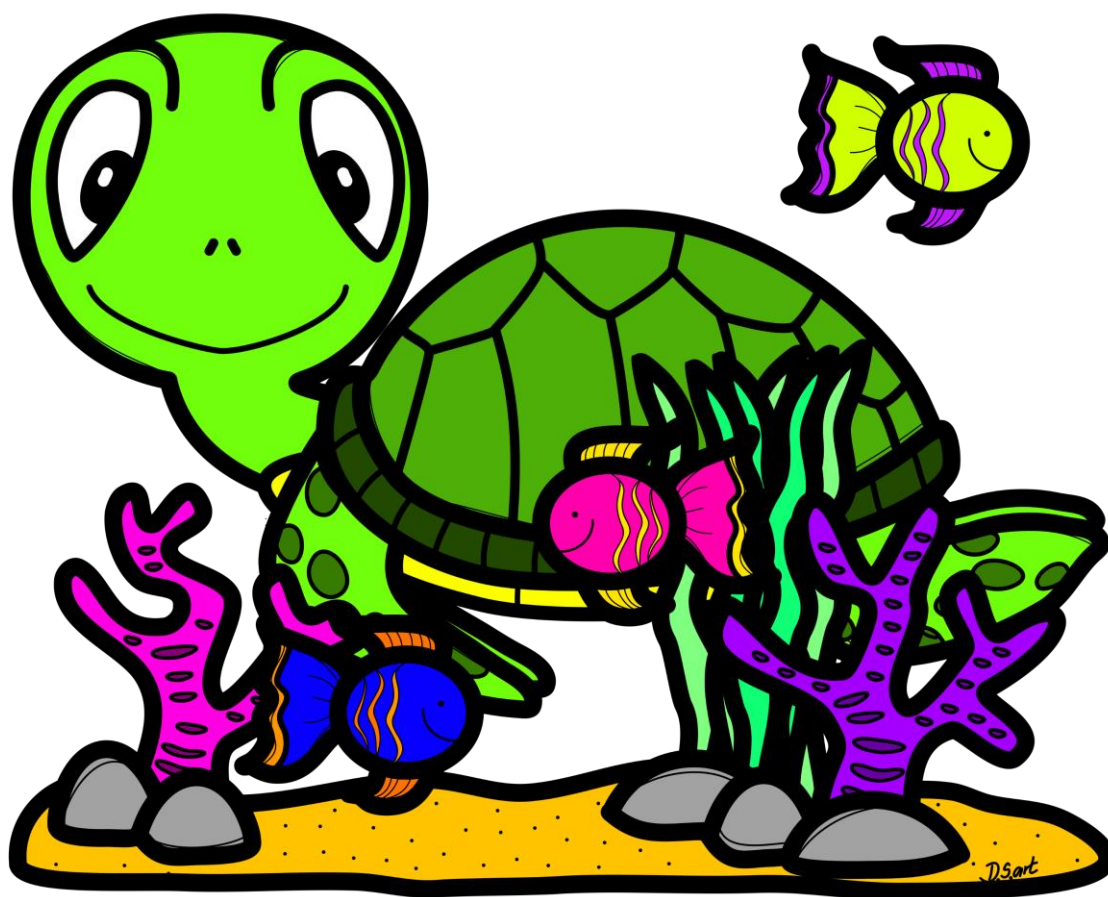


Turtle Race

A Multiply by 10 Activity



Adapted from *Math Intervention: Grades 3 – 5*

Turtle Race

A Multiply by 10 Activity

Materials:

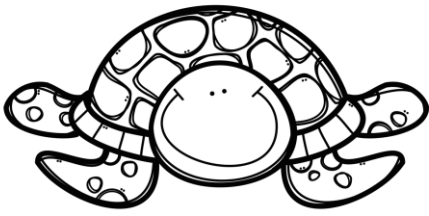
- 10-sided die (labeled 0-9) or a 0-9 spinner
- Turtle Race game board
- 2 small plastic turtles (or cubes to represent turtles)

Directions:

- 1) Each player places a "turtle" on one of the start boxes.
- 2) Player 1 rolls the die (or spins the spinner). This number is multiplied by 10. He can move his turtle if the product is in a box that is touching the box that the turtle is currently occupying. Moves can be forward, backward, vertical, horizontal, or diagonal. If the player cannot move, she misses a turn. If a move is possible, the player must move her turtle (even backwards).
- 3) Player 2 rolls the die and moves his turtle, if possible. Both turtles can share a box if they need to.
- 4) The winner is the first turtle to reach the finish line.

Variations:

Use a hundreds chart and base ten blocks.



Turtle Race Game Board

0	Start	30	0	70	40	10	Start	40
10	70	40	10	80	50	20	80	50
20	80	50	20	90	60	30	90	60
30	90	60	30	0	70	40	0	70
40	0	70	40	10	80	50	10	80
50	10	80	50	20	90	60	20	90
60	20	90	60	30	0	70	30	0
			Finish Line	Finish Line	Finish Line			

Graphics and Fonts



kimberly
geswein
fonts

