

Racing Bears

What Happens

To play Racing Bears, students roll a dice and move one or more of four bears the indicated number of spaces along a track. The object is to land each bear on the tenth space, to collect a counter. Students' work focuses on:

- finding the number of dots in familiar dot patterns in order to move on a game board
- counting out amounts up to six
- becoming familiar with combinations of number up to about six

Materials and Directions

- Dice or number cards 1-6
- Racing Bears Game Board
- Four teddy bear counters (or another counter of choice)
- 10 other small counters such as buttons or pennies



Racing Bears can be played individually, by pairs or by small groups playing cooperatively. To set up the game board, place a teddy bear counter at the beginning of each of the four tracks and a counter such as a penny in the circle at the end of each track.

Players take turns rolling a dice and moving any of the bears on the board that number of spaces. The object is to work together to get a bear to the tenth space on any track. When a bear lands exactly on the tenth space, the players take the counter and replace it with another. Then they move the bear back to the starting place on that track.

A player can use part of a roll to move a bear to the tenth space and then use the rest of the roll to move another bear on another track. For example, suppose a player rolls a 3. The red bear is on the eighth space of its track. The player moves the red bear two spaces to get a counter and puts the bear back on the starting space. Then, to use the rest of the roll of 3, the player moves the green bear one space.

You may need to demonstrate this type of move several times before students get used to the idea of splitting a roll. If you find that students are having difficulty with split rolls, you might adjust the rules to say that when a bear reaches the tenth space, that is the end of a turn, whether or not there are leftovers from the roll.

Play several rounds, asking students to explain how they figured out how many spaces to move and how they decided which bear to move. The game is over when the players together have collected at least 10 counters.