



Aim

To be the first player to reach the finish.

Materials

- A game for pairs. Each pair needs:
 - Two different coloured transparent counters. One for each player.

Instructions

- Place counters on **START**.
- Players take turns to flick the spinner and move to the next space that **joins with** the number spun to make ten. For example, spin 2, **counter placed on next representation of 8**.
- The player does NOT move the number of spaces spun.
- More than one player can land on the same space.

