

**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.

