

Work together to fill three or more columns or rows on the record sheet.

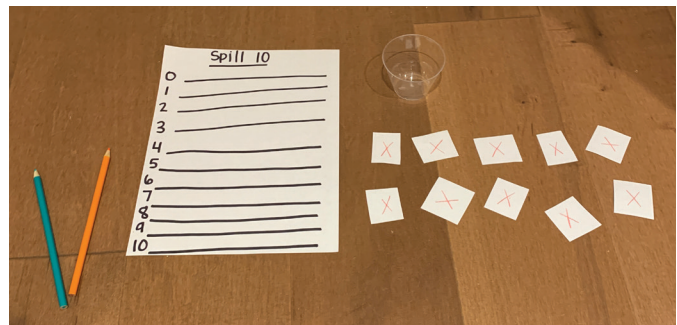
## Materials

- 1 Spill 10 Record Sheet  
*If you don't have a copy of the Spill 10 Record Sheet or can't print a copy right now, you can make your own record sheet. Write the numbers 0 through 10 down the left side of a sheet of paper. If you're using plain paper, draw a line across the paper next to each number. You'll need enough space to write 5 numbers on each line.*
- 10 pennies (or another coin) in a cup or bowl  
*If you don't have coins available, cut out 10 small squares of paper and draw an X on one side of each square.*
- 2 markers or colored pencils in different colors

### Spill 10 Record Sheet

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
<del>0</del>	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7</del>	<del>8</del>	<del>9</del>	<del>10</del>
0	1	2	3	4	5	6	7	8	9	10
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Printable record sheet with numbers in columns

Handmade record sheet with numbers in rows

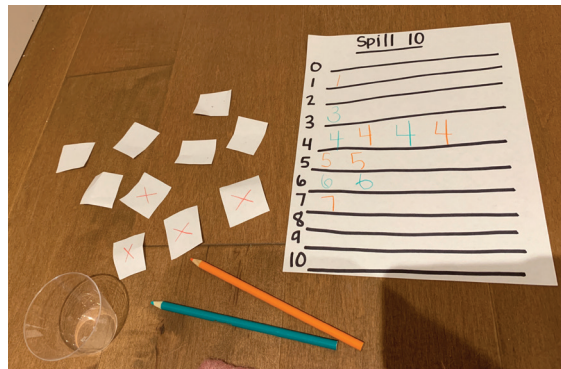
## Skills

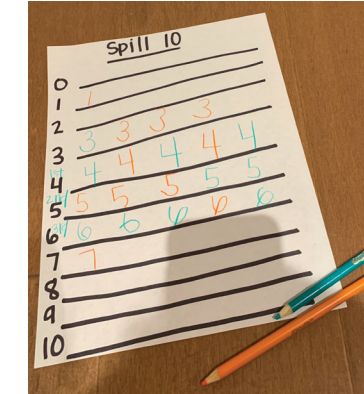
This game helps up practice:

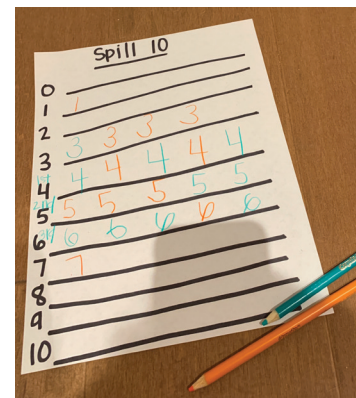
- Writing numerals from 0 to 10
- Reading numerals and ordinal numbers from 0 to 10
- Counting up to 10 objects
- Collecting and interpreting data

## How to Play

1. Get ready to play:
  - » Players share the Spill 10 Record Sheet.
  - » Count the coins or paper squares to make sure you have exactly 10.
  - » Choose a color for writing your numbers.
  - » Decide who will go first.
2. Player 1 puts the 10 objects into the cup, shakes it gently, and then spills the cup.
3. Next, Player 1 counts all the coins that land heads-up. If you're playing with paper, count all the squares that land X up.
4. Then Player 1 finds the number on the record sheet and traces or writes the number once in the appropriate row or column.



5. Player 2 takes a turn shaking and spilling the coins or papers, counting heads or Xs, and writing the number once on the record sheet.
  6. Players continue taking turns until one row or column has 5 numbers in it. They write "1st" next to that number to show it came in first place.
  7. As a second and then a third column or row are filled up, players write "2nd" and then "3rd" next to those numbers to show that they came in second or third.
    - » If a player counts objects and gets a number that has already been filled, that player can take another turn. Another option is to make tally marks next to that number to show each additional toss.
    - » Players may choose to continue playing until all of the rows/columns are filled.
  8. Have fun!
- 



## Tips for Families

Before the game:

- Read the numbers on the Spill 10 Record Sheet.
- Ask:
  - » *Which number do you think will come in first? Let's draw a little star next to that number to see if your prediction comes true.*

As you play:

- Ask questions:
  - » *How many 1s (name a number) do you have so far?*
  - » *Which number is winning or has the most?*
  - » *How many more 1s (name a number) do you need to fill the row/column?*
  - » *Do we have more 5s or 6s (compare any 2 numbers)?*
  - » *Which number do you predict will be first now? Second? Third?*
  - » *Which number do you hope to get next? Why?*

After the game:

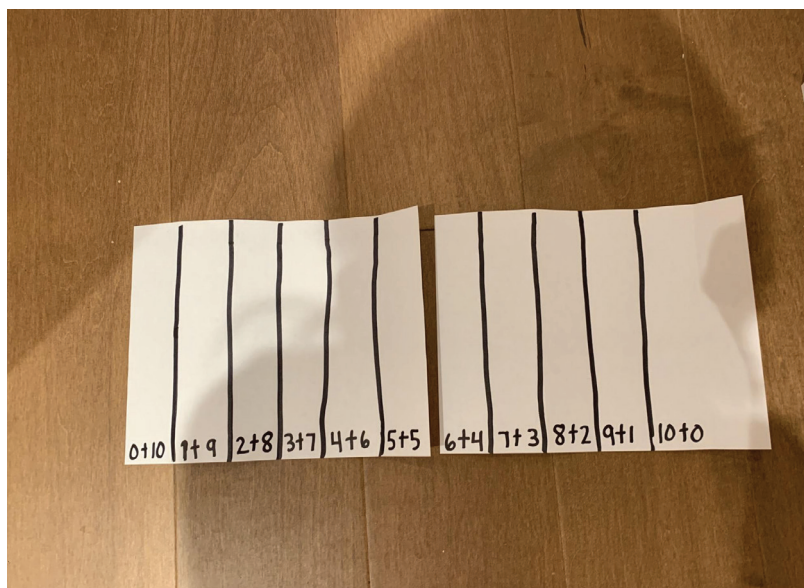
- Ask questions:
  - » *Which number filled its row/column first? Second? Third?*
  - » *Do you think the same number will always win? Why or why not?*
  - » *Why do you think we don't get very many 0s or 10s?*
  - » *Which number do you like to write the most? Why?*
  - » *Which number do you think you need to practice writing? Why?*

## Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

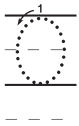
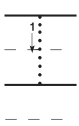


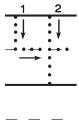





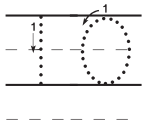
- Play a game against your partner. In this version each player needs a record sheet. Players take turns spilling the cup, counting the objects, and writing the numbers on their record sheet. The first player to fill 3 rows/columns wins!

- Write an expression for each toss instead of recording a numeral. To play this way, create a record sheet with expressions that make 10:  $0 + 1$ ,  $1 + 9$ ,  $2 + 8$ , and so on, through  $10 + 0$ .



- Try playing with 3 or 4 players. You'll need more colors of markers or pencils.

# Spill 10 Record Sheet

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
										
0	1	2	3	4	5	6	7	8	9	10
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