## Rules of the Game:

**Goal**
Throw the ball onto the correct number that matches or makes 10, to score points and win

**Rules**
The nature of each round should be declared before the round starts. For example, round 1 is matching numbers, round 2 is addition to 10, etc.

The player must call out their aim before attempting to throw the ball

Calling out an incorrect number means that the player is not allowed to throw the ball, and the next player goes.

**Point system:**
- If the ball lands on the correct spot, the player gets 2 points
- If the target is missed by + or – 1, the player gets 1 point
- Anything else is 0 points

**Steps**

**Step 1:** The players (4-5 players) stand in a line.

**Step 2:** 2 meters in front of the first player, using chalk, numbers from 1-10 are written on the ground. (Alternatively, the numbers are written on paper and placed on the ground.)

**Step 3:** The 20 labelled balls are placed next to the first person in line

**Step 4:** The game starts, and the adult declares the theme of the round, for example matching numbers. They then call out the first number, for example, the number 3.
<table>
<thead>
<tr>
<th>Images or Illustrations</th>
<th>None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Variations of the Game</td>
<td>The game can be played for number bonds up to 20. The game can be played with 1 ball where the player throws it to the correct answer of a question being asked by the teacher.</td>
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<tr>
<td>Enrichment</td>
<td>The same game can be played to test different skills for example, multiples. The adult calls out answers to the 2 times table, for example 6. The student then throws ball number 3. The game can also be played for subtraction.</td>
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<tr>
<td>Simplification</td>
<td>This game can be repeated by giving students multiple chances to call out the correct number before throwing the ball.</td>
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</tbody>
</table>