



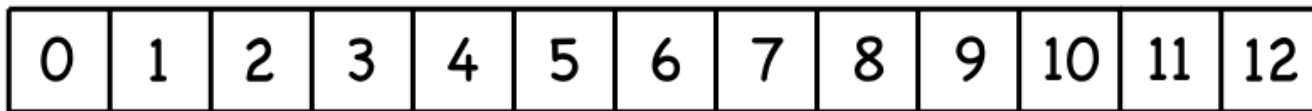
# Back and Forth – 12

**Math Concepts:** Counting, Add / Subtract 1 - 6

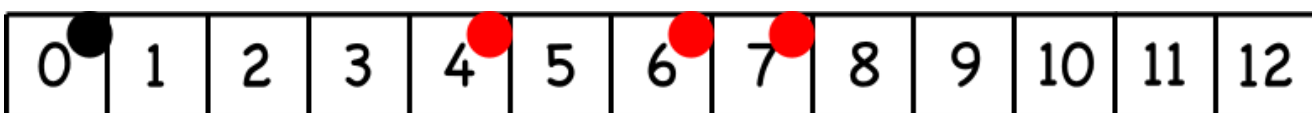
**Materials:** Paper, 2 colors of markers, 1 die

**Players:** 2

**Set up:** Each player starts with an empty board from 0 to 12.



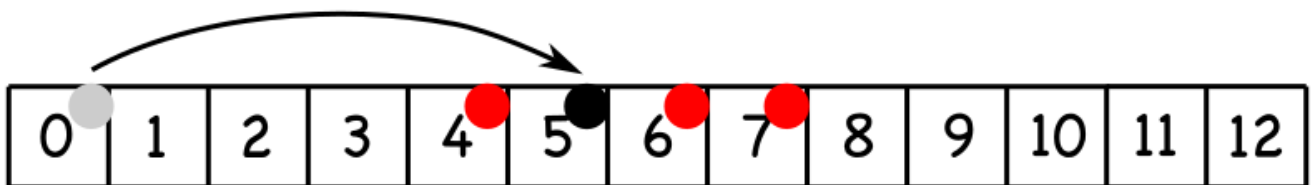
Start by placing red markers (the targets) on any three numbers, and a black marker (the player) at 0.



**Play:** On a turn, roll the die and move your black marker either forward or backward that many spaces. If you land on a red marker, remove it from the board and keep it.

**Goal:** First player to remove all three red markers wins.

**Example move:** Here is a first move using a roll of 5. If the player rolled a 3 after that, they could move to 2 or to 8.



– DISCUSSION AND TIPS –

After playing a few rounds, discuss ideas on where the red markers should be placed.

– VARIATIONS –

**Free Move:** If a player lands on 12 exactly, they get to roll again.

**Number Line:** Use a number line with tick marks if you want something simpler to draw.

0	1	2	3	4	5	6	7	8	9	10	11	12
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