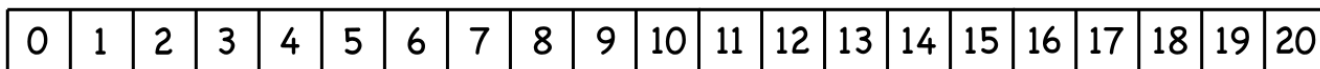




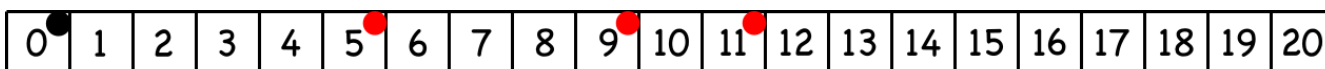
# Back and Forth – 20

**Math Concepts:** Counting, Add / Subtract numbers from 1 - 10  
**Materials:** Paper, 2 colors of markers, Deck of playing cards  
**Players:** 2

**Set up:** Each player starts with an empty board from 0 to 20. Remove the face cards from the deck and treat aces as 1's.



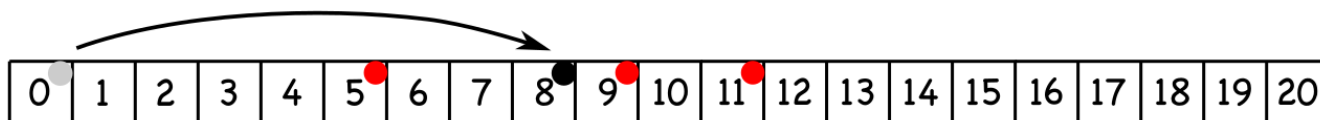
Start by placing red markers (the targets on any three numbers, and a black marker (the player) at 0.



**Play:** On a turn, draw a card 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 draw of 8. If the player draws a 5 after that, they could move from the 8 to 3 or 13.



## – 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 20 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	13	14	15	16	17	18	19	20
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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