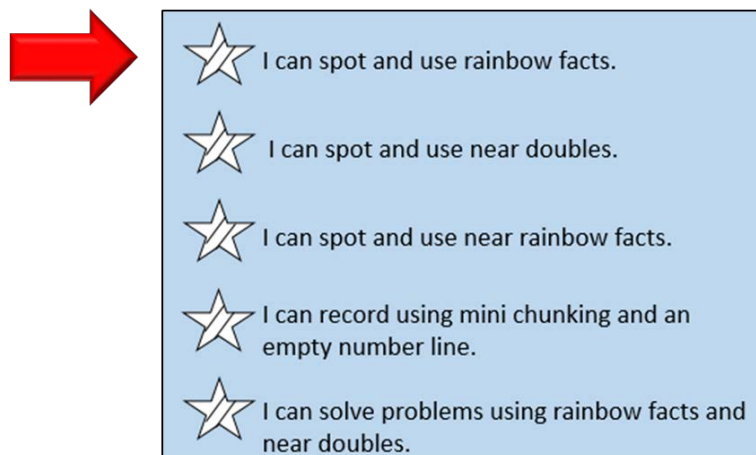


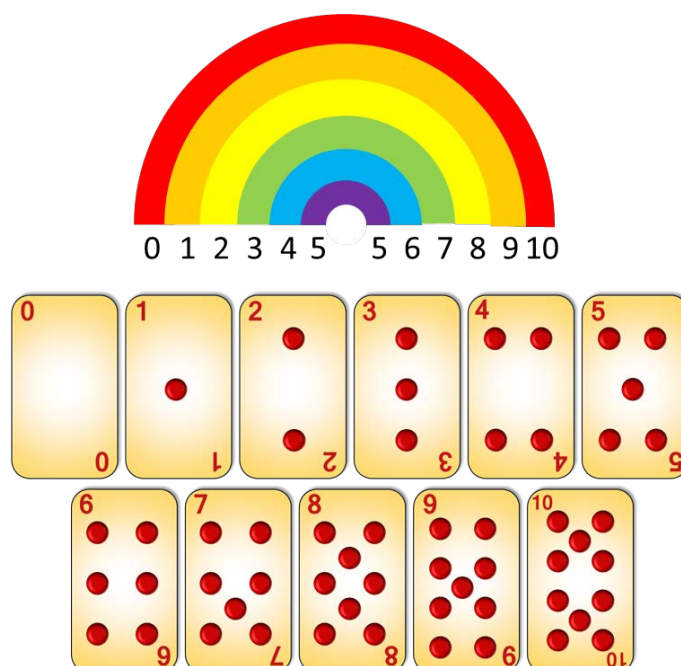
Game — Dash to find the rainbow facts

Target strategy



Resources

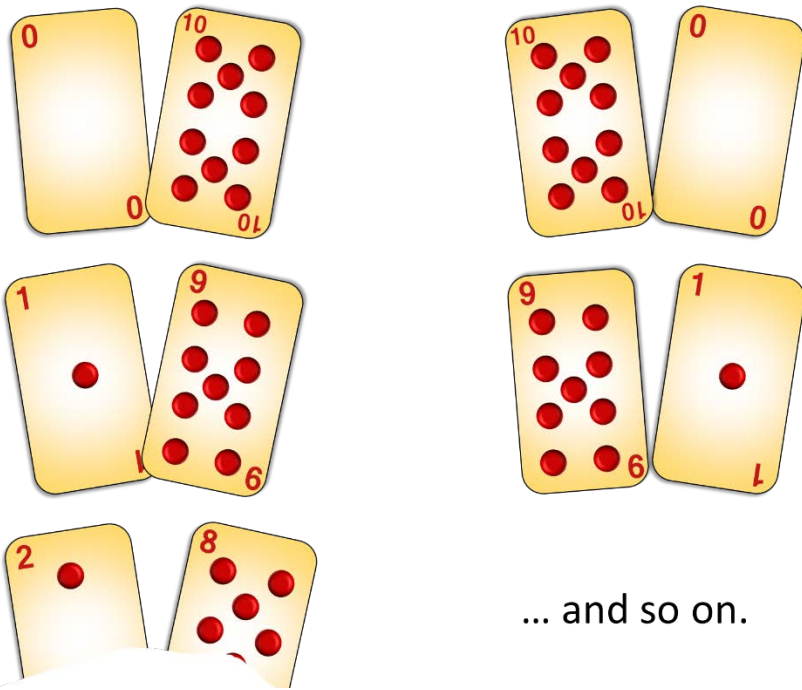
Each pair of students will need a set of 0 to 10 cards and a rainbow fact board.



The Activity

This activity is a competitive game between pairs of players.

Pairs of students shuffle their cards and put them face up on the table. On the word “Go!” students find matching rainbow cards. Their job is to race to put them in order, one player sets the pairs out in the order in which they appear on the rainbow. The other player sets the turnaround next to them.



The first team with a complete set of rainbow facts and turnarounds in order wins the round.

Note — The importance of this activity is to quickly find the pairs that make to 10. Using the rainbow facts chart and moving a finger along the rainbow to find unknown pairs is desirable and acceptable at this stage.

Observation Guide

As you interact with and observe a group of students, you will be able to note the following indicators.

Date	Names					
Finds a dot/number card quickly						
Uses the rainbow facts chart to find a rainbow pair						
Recalls rainbow facts without using the chart						
Finds the turn-around of a rainbow pair						