



Work Place Instructions 1C Blast Off to Space

Each pair of players needs:

- 1 clear spinner overlay (players share)
- Blast Off to Space Game Board (1 per player)
- IC Blast Off to Space Record Sheet (1 per player)
- game markers (8 per player)
- pencil (1 per player)

- 1 Each player places eight rockets (markers) on the launch pads of their choice on their game boards. Players can put more than one rocket on a pad.



- 2 Player 1 spins each spinner once to create a subtraction equation and solves the problem. Player 1 shows how she solved the problem, explaining the strategies she used.
- 3 Then, Player 1 records the equation on her record sheet.
- 4 If there is a rocket on the difference, that rocket can blast off to space!
- 5 Whether or not a rocket blasts off, it is now Player 2's turn. Player 2 repeats steps 3–5.
- 6 Players take turns until one player has launched four rockets.
- 7 Then, players reposition their rockets. Players can use their record sheets to help them think about which numbers might occur more often than others.

Jayden It looks like we've been getting a lot of 8s and 9s

Thomas We've hardly gotten any 3s or 13s.

Jayden I'm going to move my markers to 8 and 9.

Thomas Me too. I'm going to put one on 7 too.

- 8 The game is over when all of one player's rockets have been blasted into space.

Game Variations

- A Players can use more game markers (10 per person) or fewer (6 per person).
- B Players add 5 or 10 to each number they spin.

I spun _____ and _____.

number

number

_____ = _____

number

number

number

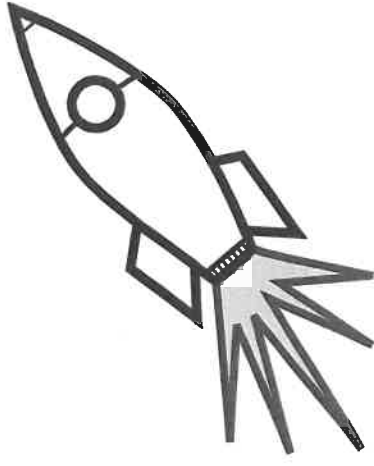
_____ is / is not _____ on the launch pad,

number

is / is not

so a rocket _____ blast off!

can / cannot



The difference between _____
number

and _____ is _____.
number number

My strategy is:

