

# Rollercoaster game

## Number bonds to 10

### Included in this pack

- Rollercoaster page with number bond 10 frames.
- Target Number page
- Number Bond page

### What you'll need

- Card (or paper) to print on
- Scissors
- Maths counters/cubes etc (any marker you can fit in the ten frame)



### Instructions

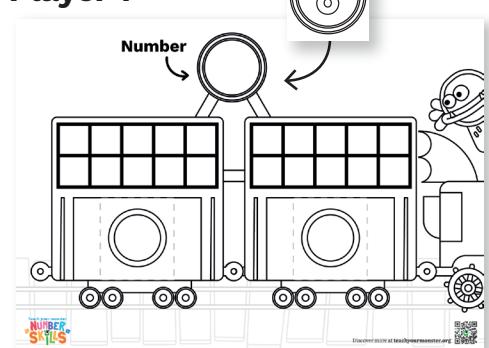
1. Print both sheets. We recommend card so that the numbers can't be seen from the other side, but paper will work too.
2. Cut out the number discs (this can be cut straight for speed or with the circles). The single lined numbers are the number bonds and the double-lined numbers are the target numbers.
3. Children can colour the pieces if they like!

### To play:

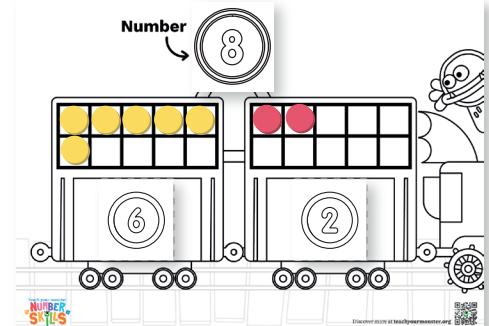
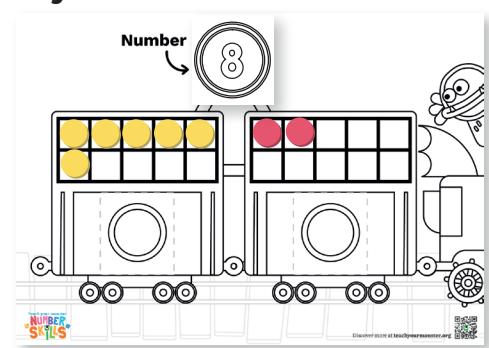
1. Get into pairs. Decide who goes first.
2. The first player shuffles the target numbers and then picks one to place above the rollercoaster carriages.
3. The guessing player has to fill up each carriage with the number bonds to reach the target number.
4. The first player can check the number bonds are correct and if so... wooosshhhh! The guessing player wins!
5. If not, help each other to get the right number bonds. Well done! Now go back and play again but the first player is now guessing.

**TIP: You can choose whether to use just the counters, just the numbers or use both for the number bonds!**

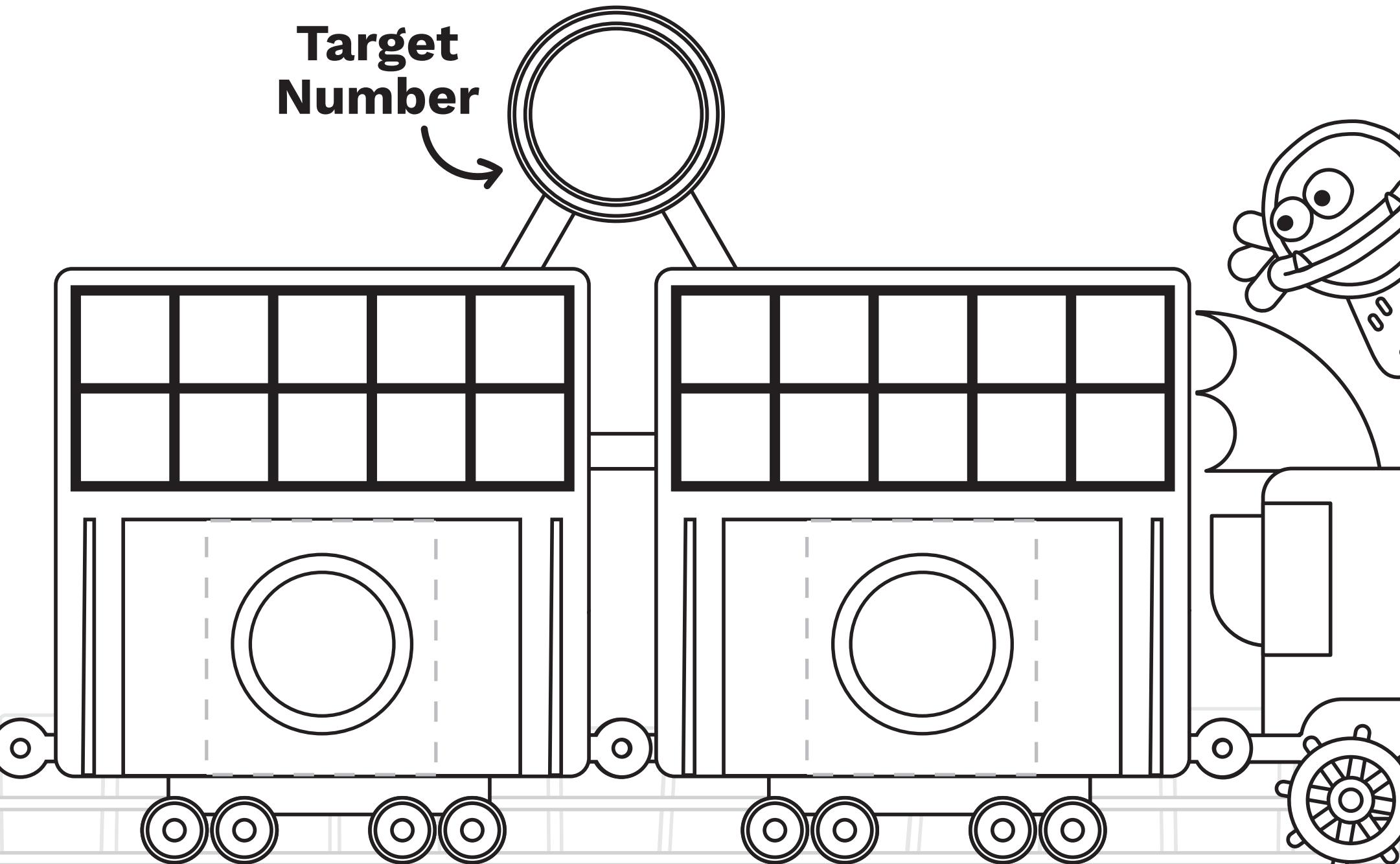
### Player 1



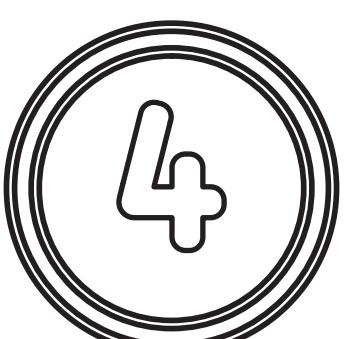
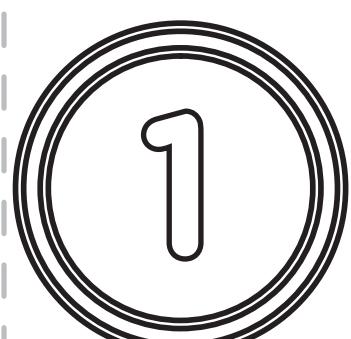
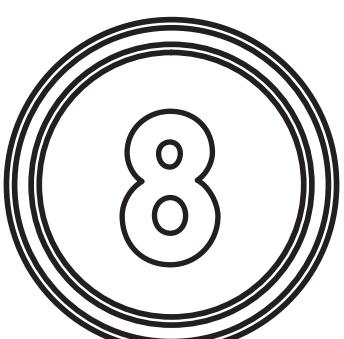
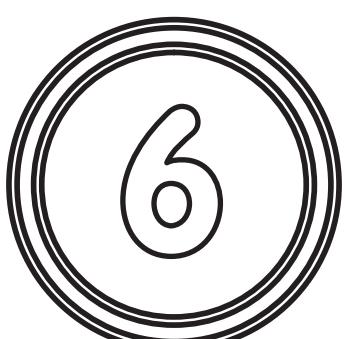
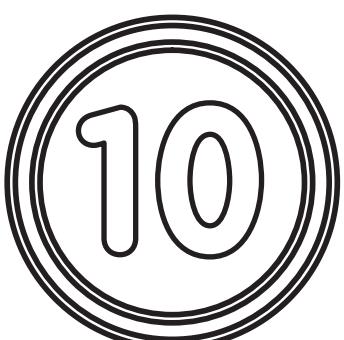
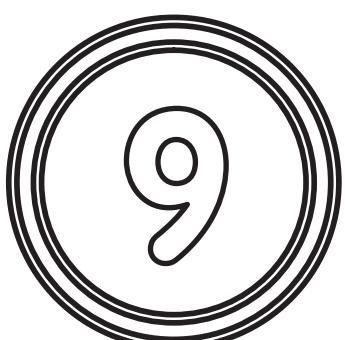
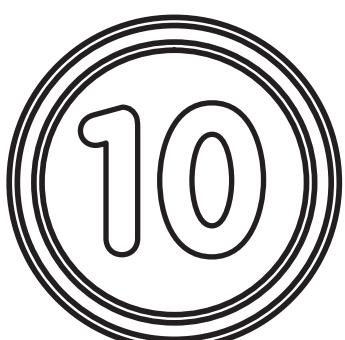
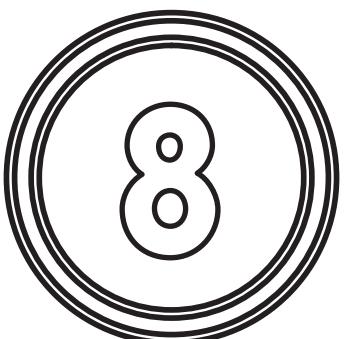
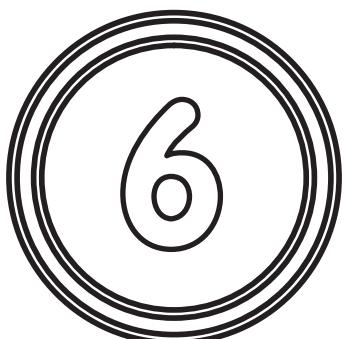
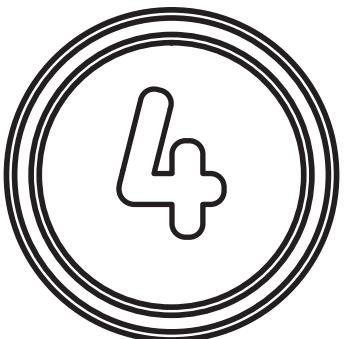
### Player 2



**Target  
Number**



## Target Numbers



## Number Bonds

