FILL THEM IN - 2

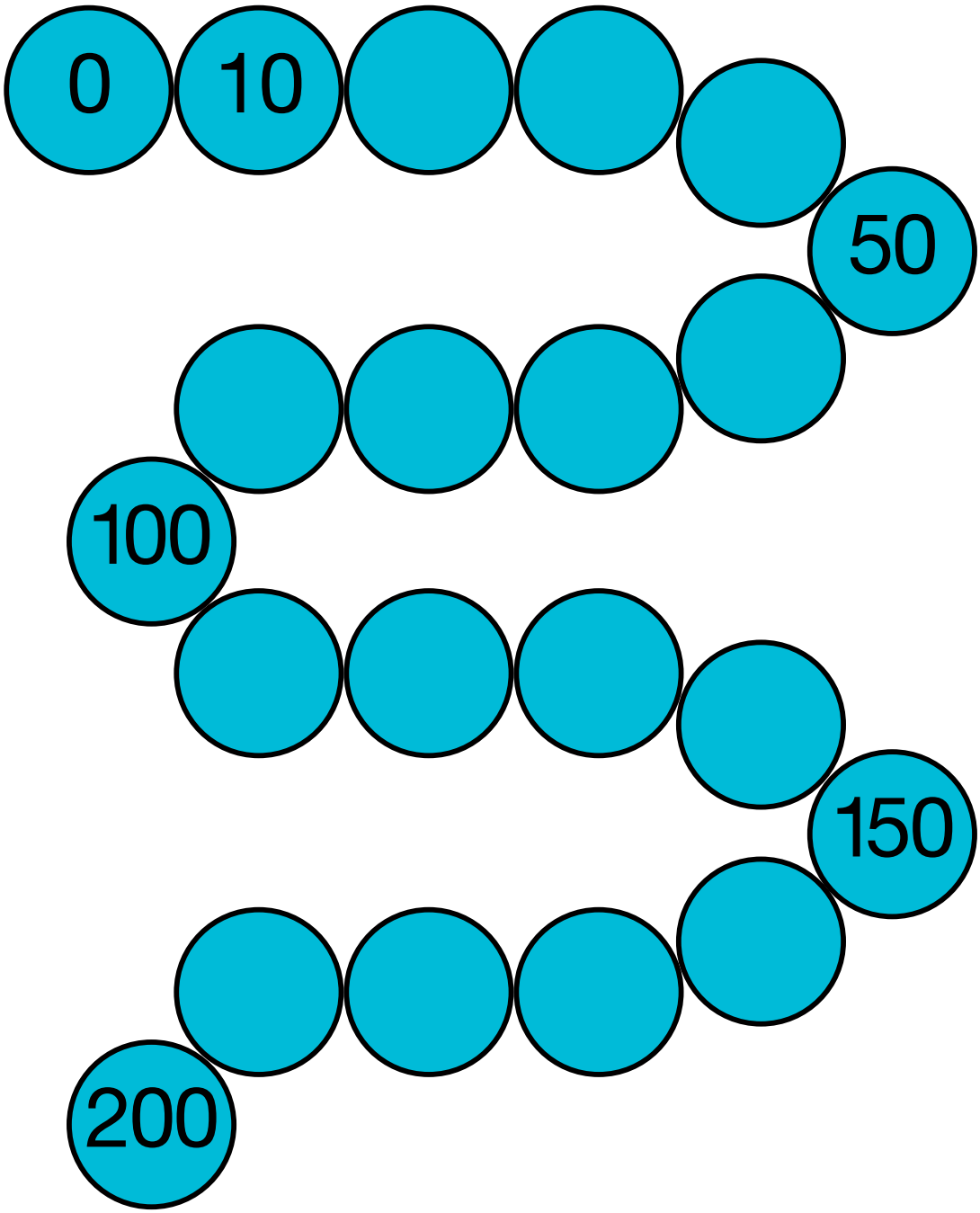
Propeller
Take learning further

For 2 players. You will need: a 1-6 dice, 12 counters and two pencils.

How to Play...

- Place a counter on the zero circle - both players will move this counter
- Player 1 rolls the dice and takes that number of steps on the track
- If they land on an empty circle, write the number that is missing from the sequence and win a counter!
- Keep taking turns to roll the dice and move around
- When you move, you can move in either direction to count on, or back, in steps of 10

The winner is the first person to win 6 counters!



PLACE VALUE
I CAN COUNT ON AND BACK IN STEPS OF 10

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