



Addition: Near Doubles/ Spinner I

Pitch or Play?

Player 1		Player 2	
Round 1	Round 6	Round 1	Round 6
Round 2	Round 7	Round 2	Round 7
Round 3	Round 8	Round 3	Round 8
Round 4	Round 9	Round 4	Round 9
Round 5	Round 10	Round 5	Round 10

Sum:	Sum:
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Pitch-Or-Play ?

Addition



GOAL: To win, each player will choose 5 of his or her sums to add together. The player with the highest sum wins.

1. The player with the longest first name goes first.
2. The first player spins the spinner.
3. He/she calculates and records the answer on the paper in Round 1. Continue for each round.
4. The player decides if he/she will keep the answer as one of his or her 5 chosen scores. If so, the player circles it. If not, the player puts one line through that number.
5. Players take turns spinning, calculating, and recording.
6. At the end of the tenth round, each player should have 5 circled numbers and 5 crossed out. The players add their five circled numbers together.
7. The player with the highest sum wins.

***** IF A PLAYER CALCULATES INCORRECTLY, HE/SHE LOSES THEIR TURN FOR THAT ROUND *****

Addition: NEAR DOUBLES / Add Spinner I