

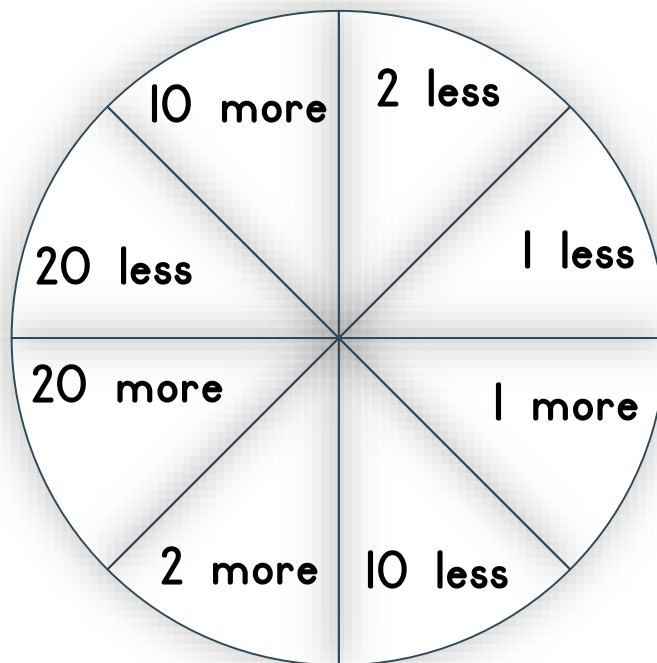
## Take All You Can

**Materials:** Game board, spinner, counters, paperclip, pencil, paper to tally points.

**Rules:** Play with 2 teams (can be a group of 4)

- 1) Put 20 counters on the game board on any number. Each number can have only one counter on it.
- 2) The first team writes down a number that isn't already covered on the game board. They spin the spinner to find out what to do with their number. If the new number is covered, they remove the counter and give their team a point. If the new number isn't covered, they put a counter on that number.
- 3) Teams take turns. Be the first team to get 11 points.

## Take All You Can Spinner



**Take All You Can Game Board**

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50