

# Crazy 8s Race

## Grades K-2



### The Big Idea

In this board game, we're speeding around a racetrack, zooming forward whenever we land on a multiple of 8. Which team will reach the finish line first?

### Supplies

In your kit:

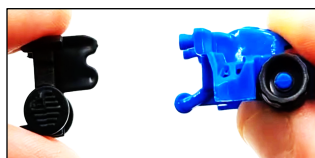
- ★ Dice: 8
- ★ Game boards: 2
- ★ Masking tape
- ★ Race cars: 8

You provide:

- ★ Marker: 1
- ★ Writing surface: whiteboard or large sheet of paper

### Key Prep

- ★ Open both game boards. Put a piece of masking tape next to numbers 8, 16, 24, 32, 40, 48, 56. Mark the tape with the number of times you'd multiply 8 to get the number in that spot. For example, mark the tape in the 8 spot with "1", mark 16 spot "2", mark 24 spot "3"...
- ★ Put a length of masking tape along the outside of the track alongside numbers 56 - 63. Label the tape: "The Homestretch – Roll 1 Die."
- ★ Assemble 8 race cars as shown below. Each board will need 2 cars of one color and 2 cars of a different color to distinguish the teams playing on that board. If you think you'll have time during the meeting, you can let the kids help with this task!



### Room Set-up

- ★ Lay out the game mats. Place 2 pairs of dice and 4 cars (2 of one color and 2 of a different color) on each mat.

### What's the Math?

- ★ Addition
- ★ Multiples of 8
- ★ Number recognition
- ★ Bonus: Subtraction

### Kickoff

"How many of you play board games at home? What are some of your favorites?" **Discuss.**

"Crazy 8s Race is a lot like those games, but we're going to learn multiples of 8 while we play! And like many other games, the 1<sup>st</sup> team to get its cars to the finish line wins!"

### Start Your Engines! (10-15 minutes)

1. Gather the kids around 1 game board.
  - ★ "Do you notice anything different about some of the spaces?" **Discuss.** Let the kids catch that some spaces are green and have circles around the numbers.
  - ? "What do these numbers have in common? Hint: How far apart are they?" **Discuss.** Give the kids a chance to figure out they are all 8 spaces apart!
2. Point to the number 16.
  - ★ " $8 \times 2 = 16$ . 16 is a **multiple** of 8." **Discuss.** Explain that multiplying a number is the same as repeat addition. So,  $8 \times 2$  is the same as  $8 + 8$ , and  $8 \times 3$  is the same as  $8 + 8 + 8$ .

### GAME RULES

1. Team 1 rolls their 2 dice and adds both numbers to find the sum.
  - a. "For example: Team 1 rolls 4 and 3. We add those numbers to equal 7."
2. Team 1 must move both of its cars in any pair of moves that adds up to the sum rolled.
  - ? "Our sum was 7, so what are our options?" **Discuss.** Let the group find their choices:
    - one car moves 6 spaces, the other car moves 1 space
    - one car moves 5 spaces, the other car moves 2 spaces
    - one car moves 4 spaces, the other car moves 3 spaces
3. Try a sample roll and let the kids figure out those options!
4. Multiple cars can park on the same space at the same time.
5. GO SPACES: The green spaces are bonus GO spaces!
  - ? "What do you notice about the GO spaces?" **Discuss.** They are equally spaced, on every 8<sup>th</sup> space. These numbers all equal a bunch of 8s added together. They are **multiples** of 8.
  - ★ "If one car lands on a GO space, the team rolls 1 die, then adds that number to the number on the tape and jumps the car forward that many spaces.
  - ★ "For example, a car lands on the green 16 space and the team rolls a 3. The team adds  $3 + 2$  (number rolled + number on the tape) and moves that car 5 more spaces!
  - ★ "If both cars land on GO spaces on the same turn, roll 1 die for each car and repeat the above steps."
  - ★ "If that bonus move lands you on another GO space, roll again to keep going!"
6. ROLLING CRAZY 8s: If a team's roll adds up to 8, that's Crazy 8s! In addition to taking your turn, move the other team's lead car back to its rear car. If the other team's cars are already sharing the same space, don't move their cars.

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7. SPINOUT: Beware of number 56! It's a slick oil spill that will make your car spin out. Avoid it if you can! A car that lands on 56 must roll 1 die, add it to the number on the tape (7) and move BACK that number of spaces.
8. HOMESTRETCH: When your team has one car across the finish line and 1 car in the homestretch (all spaces past 56), roll only 1 die for the remainder of the game.
9. FINISH LINE: The first team to get both its cars across the finish line wins!

### Adjustments for Young Clubs (optional)

- ★ Change to Rule #5: Don't roll a die to find the number of bonus spaces – just move ahead the number on the tape.
- ★ For very young clubs, have kids play as individuals with their own car. Each player rolls 1 die to move his/her own car that many spaces.

## Ready. Set. Go! (30-40 minutes)

"Now that we understand the rules, let's race!"

1. Split the club into 2 teams per board. Every team, regardless of its size, should play with 2 cars and a pair of dice.
2. Line up all 4 cars at Start.
3. Each team rolls 1 die. The team with the higher number takes the first turn.
4. Let the kids play the game as often as time and interest allow.
5. When you're all done, ask the kids:
  - ? "What was the biggest total turn anyone rolled? How did that happen?"
  - ? "What was the hardest choice you had to make?"

## Wrap Up

"We just practiced addition and learned multiples of 8 – just like in school! These skills will come in handy next time you count beats in a song, bake with ounces in a cup...and count octopus legs!"