

10

5

9

3

7

2

8

6

1

4

Winter Make Ten

4

10

1

2

6

9

8

4

2

7

7

3

9

5

8

6

3

10

5

1



Winter Make Ten

Roll a 0-9 dice or spinner. Think of the number that you need to make 10 and cover that number with a counter. So if you spin a 6 you would cover a 4. If the number is covered you can not place a counter. The game ends when all the numbers on the game track have been covered. The winner is the player that has covered the most numbers.