## SEATTLE SPIN

(An activity sponsared by The NCTM-1980 Seattle Meeting)
TOPIC: Simple addition and subtraction facts
MATERIALS: 1 Seattle Spinner
1 gameboard for each player
10 markers for each player
NUMBER OF
PLAYERS:
2 to 5
HOW TO PLAY:

1. A player spins the Seattle Spinner twice and places a marker on the sum or difference of the 2 numbers.
2. If the sum and difference are already covered, the player loses that turn.
3. When "SEATTLE" is spun, the player may choose it to be any number 1 to 5 . In other words: "Seattle is wild!.!"
WHO WINS: The first player to cover all of his numbers is the winner.

$\pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm$ The National Council of Teachers of Mathematics (NCTM) unveils "The Curriculum of the 1980s" at the 58th Annual Mecting - April 16-19, 1980, The Seattle Center, Seattle, (Washington.
$\pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm \pm$ No copyright; please plagiarize - in fact, "CTYHC" (Copy To Your Heart's Content)!
