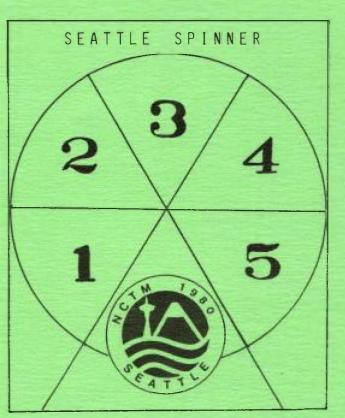
SEATTLE SPIN

(An activity sponsored 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
PLAYERS:	2 to 5
HOW TO PLAY:	 A player spins the Seattle Spinner twice and places a marker on the sum or difference of the 2 numbers. If the sum and difference are already covered, the player loses that turn.
	 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.





The National Council of Teachers of Mathematics (NCTM) unveils "The Curriculum of

the 1980s" at the 58th Annual Meeting - April 16-19, 1980, The Seattle Center, Seattle, Washington.

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