

# TWENTY

- Material:** Two blank ten-frames per player  
Counters  
A number cube
- Players:** Three or four
- Rules:** Each player takes a turn to roll a die, places that number of counters onto his/her ten-frames, then announces the total number of counters on the frames. The winner is the first player to fill all twenty spaces.
- Variation 1:** Each turn could include placing the correct numeral cards under the frames.
- Variation 2:** Each player can also announce the number of counters needed to reach twenty. The exact number must be rolled to win the game.