



SMART BOARDING  
SCHOOL

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Rules for Friends of 10 Boxes:

1. Write each player's name in the scoring box in the bottom left corner.
2. Use a paper clip and pencil or a spinner to spin a number on the number circle.
3. The player looks on the board for the number that when added together makes 10 (for example 4 and 6).
4. The player draws a line to connect any two dots that form part of the square around the answer.
5. When a player draws a line that closes a square, that player puts an x in the square and puts a tally mark in the scoring box.
6. If the product of the spun number is not on the board (it has been used up on previous turns) then the player can choose where they would like to put their line.
7. When all of the dots have been connected, the player with the most tally marks wins!

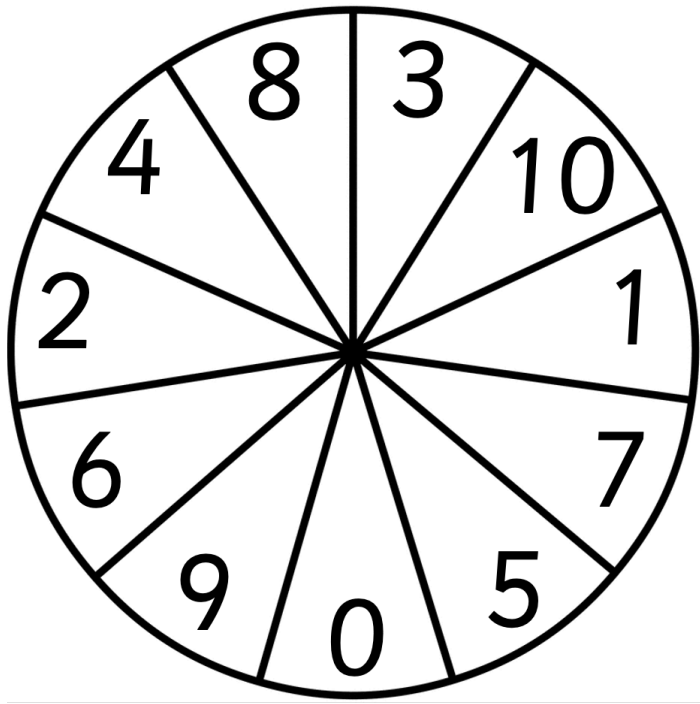
The diagram shows the game components:

- Spinner:** A circular spinner divided into 11 sections with numbers: 8, 3, 10, 1, 7, 5, 0, 9, 6, 2, 4. A green arrow points to the number 10.
- Scoring Table:**

Alex	Sam
- Friends of 10 Boxes Grid:**

5	0	7	X	1
1	4	10	2	9
6	X	8	X	10
6	2	6	7	5
3	8	9	3	0

# FRIENDS OF 10 BOXES



5	0	7	4	1
1	4	10	2	9
6	3	8	4	10
6	2	6	7	5
3	8	9	3	0