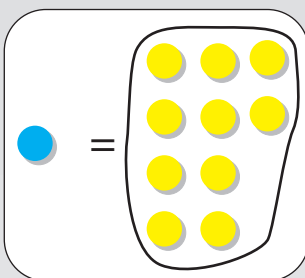

An example of a **game**.

Who has more? (a game for 2-4 players)

materials:

Discs of two colors (yellow and blue) in a box or a bag.

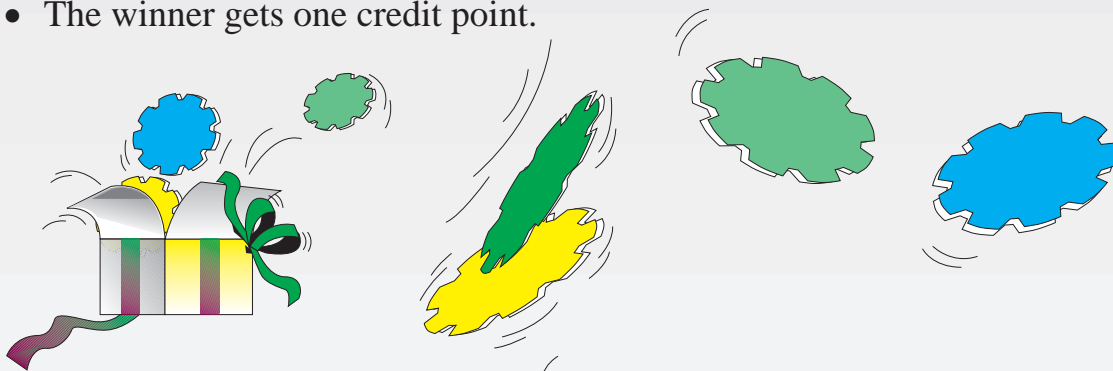
The exchange rule $1 \leftrightarrow 10$:



1 blue disc = 10 yellow discs

The game:

- Shake well the discs in the bag or box.
- Each player, in his or her turn, takes with shut eyes, 10 discs out of the bag or box, and exchanges the blue ones for yellow ones according to the rule $1 \leftrightarrow 10$.
- The winner in each turn is the player who has more yellow discs after the exchange.
- The winner gets one credit point.



To the teacher:

When the students count the value of the discs they have taken out of the bag or box, it is important that they should actually perform the exchange of blue ones for yellow ones. In this way they will quickly learn that each blue disc equals 10 yellow discs, and would be able to count by tens: 10, 20,...

Student can count the yellow discs using our special abacus, the part designed for measuring 10 discs.

from the "**Gesharim**" workbook "Using Discs for Numbers up to 10,000".
