

# Catch the Match

For the Catch the Match game, you will use a quarter to determine how many spaces a player gets to move in each turn.

Cut out one pair of the circles below and tape or glue them to the two sides of a quarter (or silver dollar, or checker, etc.).

If your child can read numbers, use the circles with “1” and “2” on them. If the child can’t read numbers yet, you can use the circles with dots on them instead.

