

# MAKELARK

## TARGET TEN

Circle combinations that make ten before the board runs out of useful choices.

1-2 PLAYERS

AGE 7+

5-10 MIN

NUMBERS

### HOW TO PLAY

- 1 Find two or three neighboring numbers that add up to 10.
- 2 Circle each valid group you find.
- 3 A number may be used only once.
- 4 For two players, alternate turns and use different colors.
- 5 Most completed groups wins.

|   |   |   |   |   |
|---|---|---|---|---|
| 8 | 2 | 6 | 4 | 3 |
| 1 | 9 | 5 | 5 | 2 |
| 2 | 4 | 6 | 3 | 7 |
| 5 | 5 | 1 | 9 | 8 |
| 4 | 6 | 3 | 7 | 2 |

### WHAT YOU NEED

This sheet and a pencil.