

2-1	3-2	1-1
5-1	5-0	3-3
4-2	4-1	1-0

TIC TAC TOE
Subtraction

6-1	5-3	6-2
4-2	4-0	5-2
7-1	8-2	6-4

0-3	9-2	12-0
0-1	5-5	8-2
0-5	7-3	7-6

10-10	6-6	15-5
8-4	20-10	12-6
9-3	6-5	4-3

winner

Directions:

FIND A DIE, GAME PIECES, AND A FRIEND TO PLAY.
CHOOSE TO BE EVEN STEVEN OR ODD TODD.
TAKE TURNS ROLLING THE DIE.
IF THE NUMBER ROLLED IS EVEN, EVEN STEVEN GETS
TO MOVE.
IF THE NUMBER ROLLED IS ODD, ODD TODD GETS
TO MOVE.
THE WINNER IS THE FIRST ONE TO GET TO THE TOP!



EVEN STEVEN



ODD TODD

Polar Pals Subtraction Bump

Materials

3 dice

10 Counters per Player

Directions:

Roll 3 dice and add the numbers together.

Subtract the number from 20.

Place a cube on that number.

If another player's cube is on that number, **BUMP** it off.

If your cube is on that number, stack the cubes together & it freezes that spot.

The winner is the player that uses all of their cubes first.



24

6

12

14

4

16

8

22

DOUBLE
ROLL &
COVER

10

2

12

20

10

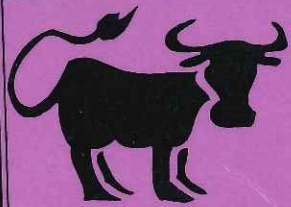
18

8

4

2

6

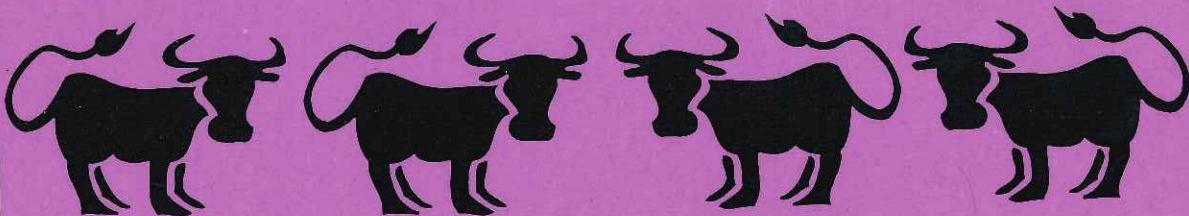


Mooove It Subtraction!

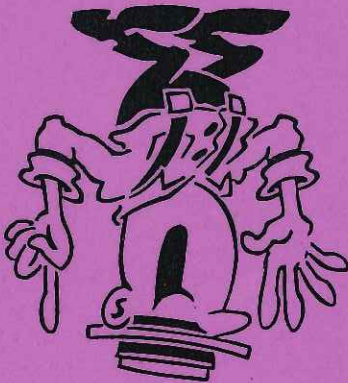
Materials: Gameboard, 8 red markers, and 8 yellow markers, 2 dice

Directions: Roll the two dice and add, then subtract from 14. Place a marker on the answer. If the square already has an opponent's marker on it, player may "move" that marker off the board. The winner is the first person to use all their markers.

7	10	5	11
6	5	4	6
9	3	9	7
2	7	4	8
10	3	5	7



Watch Out Addition



Materials: Game board, transparent markers of 2 different colors, 2 dice

Directions: Roll the two dice and cover the sum. If an opponent's marker is already on it you may bump it off and put yours there. The winner is the first person to get six markers in a row.

9	7	12	9	4	6
8	2	5	11	3	12
4	7	8	3	11	8
6	10	5	10	6	5
7	4	9	2	7	10
7	2	10	9	12	11

Polar Pals Addition Bump

Materials

3 dice

10 Counters per Player

Directions:

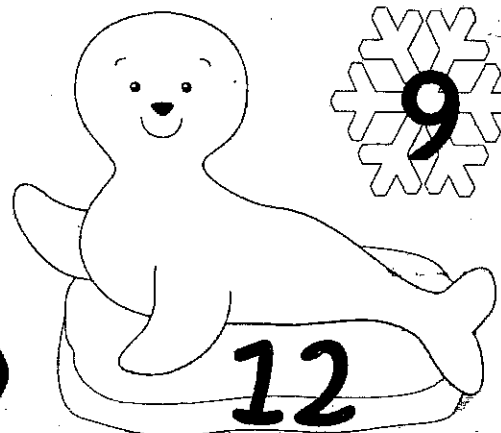
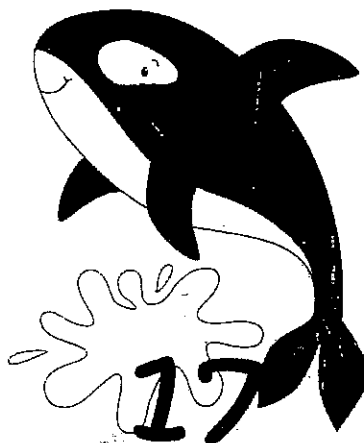
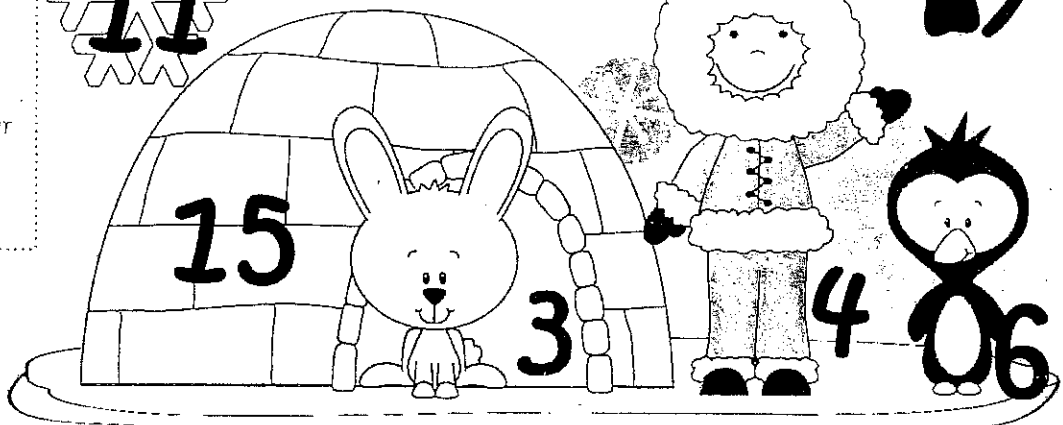
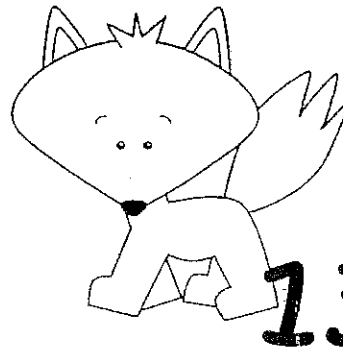
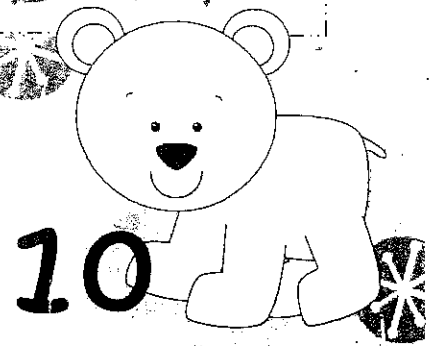
Roll 3 dice and add the numbers together.

Place a cube on that number.

If another player's cube is on that number, BUMP it off.

If your cube is on that number, stack the cubes together & it freezes that spot.

The winner is the player that uses all of their cubes first.



SLIDES AND LADDERS

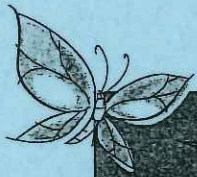
Adding Doubles



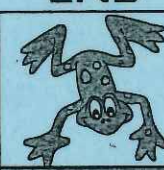
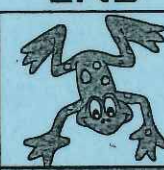
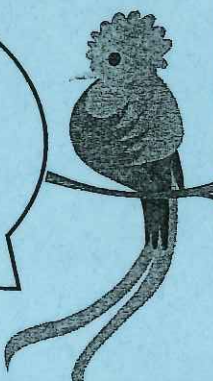
Directions: Roll a die. Move your marker that many spaces. Find the sum. If you are correct, you can stay. If you are not correct, move back. If you land on a ladder, climb up. If you land on a slide, slide down. The first one to the end is the winner.



	28	27	26	25
END	9+9	7+7	5+5	8+8
20	21	22	23	24
4+4	6+6	3+3	0+0	9+9
19	18	17	16	15
8+8	3+3	1+1	4+4	10+10
10	11	12	13	14
2+2	9+9	7+7	5+5	6+6
9	8	7	6	5
6+6	10+10	2+2	4+4	7+7
1	2	3	4	
START	1+1	5+5	8+8	3+3

10 Double Helpers!



	$5 + 6$	Go ahead 2 spaces	$13 - 7$	Miss one turn
$6 + 7$	$3 + 4$	Use your double helper facts!		Go back 2 spaces
START	Go back 2 spaces			
$11 - 5$	Miss one turn		END	$17 - 9$
$8 + 7$	Go ahead 2 spaces			Go ahead 2 spaces
Take the Shortcut	$7 + 8$			$13 - 6$
$5 + 4$	$9 - 5$			Go back 2 spaces
$7 - 4$	Roll die and move that many spaces. Answer question correctly to remain on space. (If not, return to previous space.) Follow any directions on space.			$11 - 6$
$15 - 8$				Take an extra turn
$9 - 8$	$4 + 3$			$7 + 6$
	Go ahead 2 spaces			$15 - 7$
			Take an extra turn	

