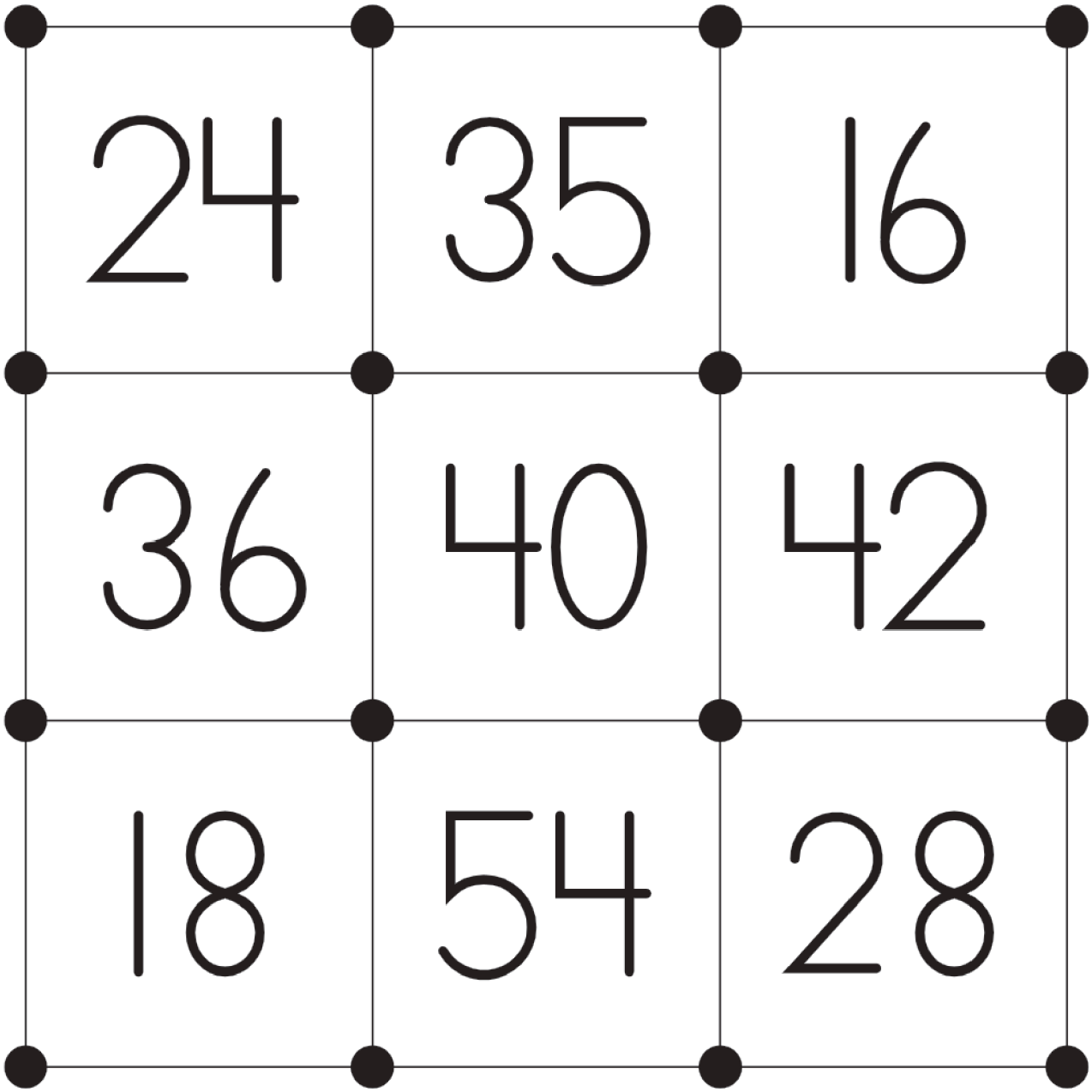
Directions:

- On your turn:
  - Roll the number cube and spin the spinner. Find the product.
  - Choose a square on the gameboard that shows that number. Draw one line connecting any 2 dots around the number.
  - If you can't draw a line, roll and spin again.
  - If you draw a line that finishes a square around a number, shade in that box.
- Take turns. The first player to shade in 3 boxes wins.




CC BY NC 2024 Illustrative Mathematics®




CC BY NC 2024 Illustrative Mathematics®