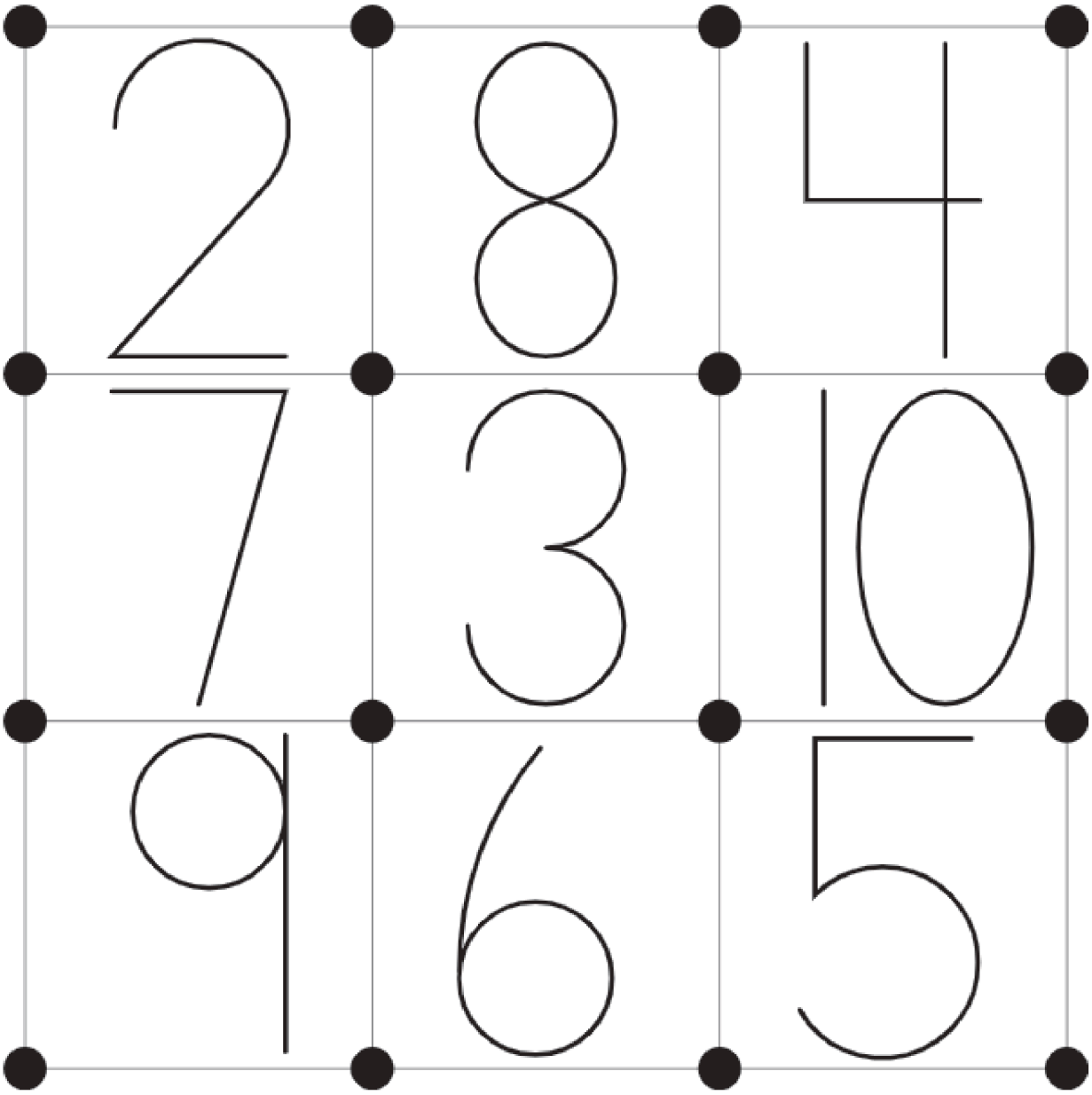
Directions:

- On your turn:
  - Roll 2 number cubes. Find the sum.
  - Choose a square on the gameboard that shows that number. Draw 1 line to connect any 2 dots around the number.
  - If you can't draw a line, roll again.
  - If you draw a line that finishes a square around a number, shade in that square.
- Take turns. The first player to shade in 3 squares wins.



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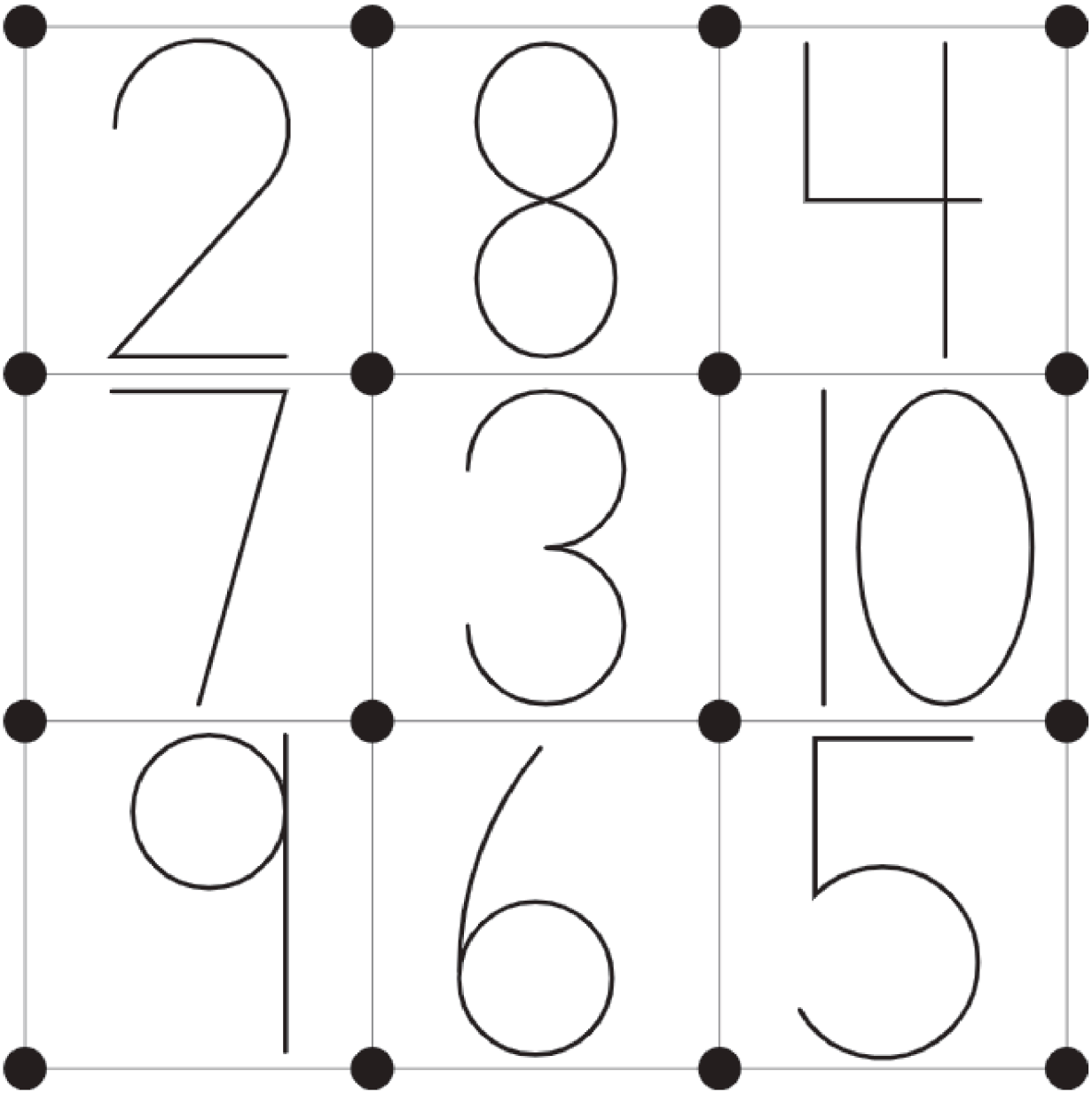
Directions:

- On your turn:
  - Choose 2 number cards. Find the difference.
  - Choose a square on the gameboard that shows that number. Draw 1 line to connect any 2 dots around the number.
  - If you can't draw a line, choose 2 new cards.
  - If you draw a line that finishes a square around a number, shade in that square.
- Take turns. The first player to shade in 3 squares wins.



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1	2
3	4
5	6

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7	8
9	1
2	3

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4	5
6	7
8	9

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0	0
10	10

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1	2
3	4
5	6

CC BY NC 2024 Illustrative Mathematics®

7	8
9	1
2	3

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4	5
6	7
8	9

CC BY NC 2024 Illustrative Mathematics®

0	0
10	10

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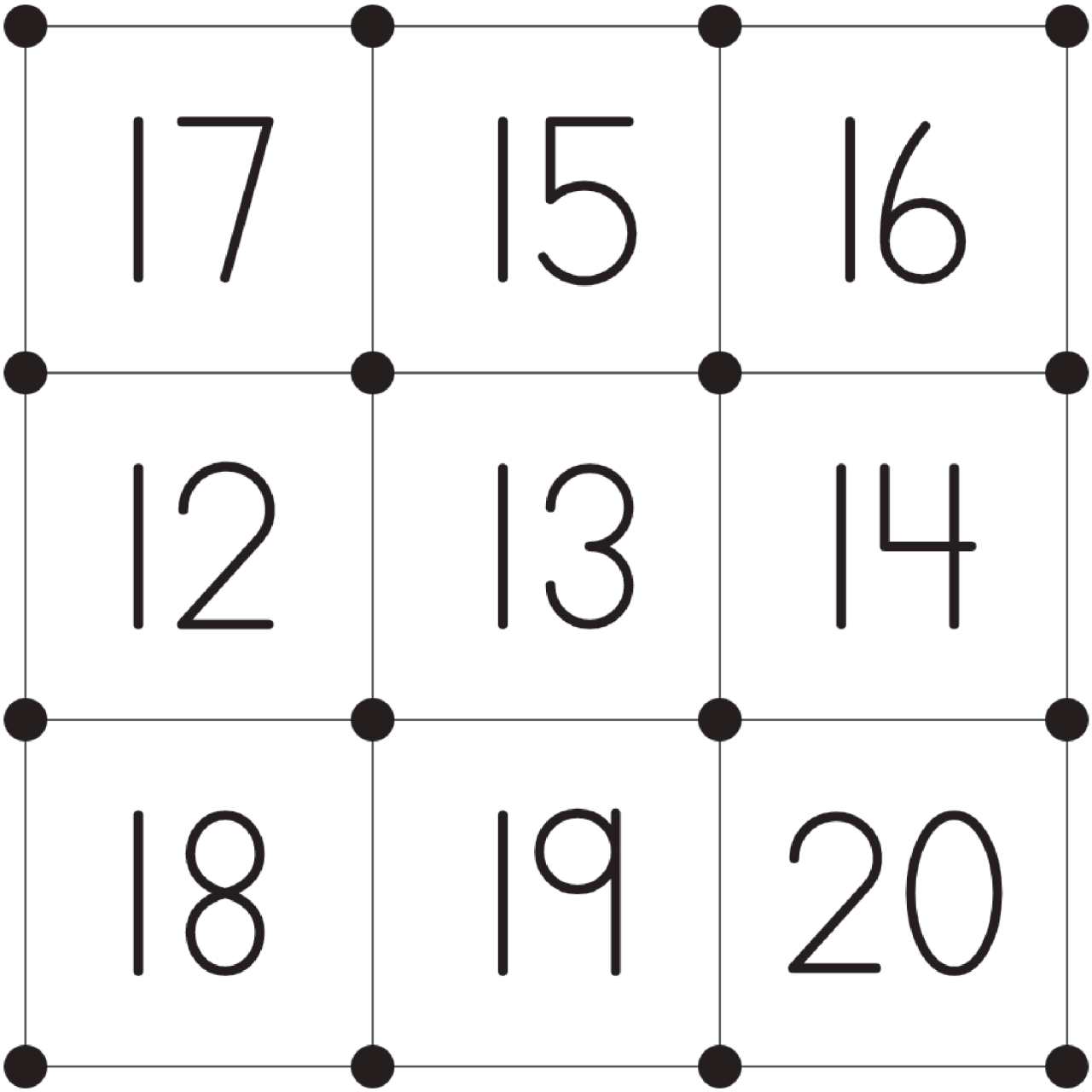
Directions:

- On your turn:
  - Spin the spinner. Take 1 number card. Find the sum.
  - Choose a square on the gameboard that shows that number. Draw 1 line. Connect any 2 dots around the number.
  - If you can't draw a line, spin again. Then take a new card.
  - 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.



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1	2
3	4
5	6

CC BY NC 2024 Illustrative Mathematics®

7	8
9	1
2	3

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4	5
6	7
8	9

CC BY NC 2024 Illustrative Mathematics®

0	0
10	10

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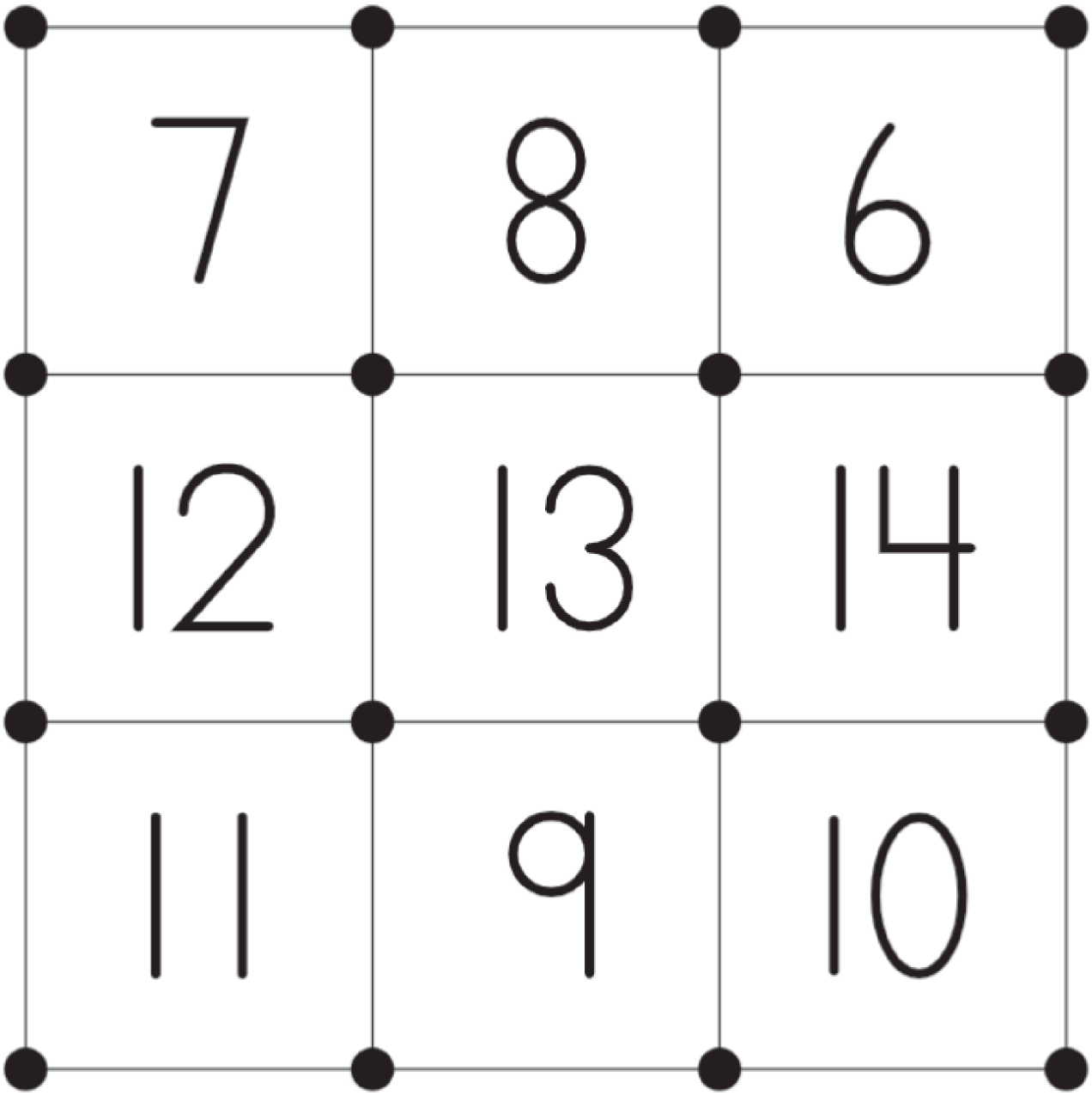
Directions:

- On your turn:
  - Spin the spinner. Take 1 number card. Subtract the number on the card from the number on the spinner.
  - Choose a square on the gameboard that shows that number. Draw 1 line. Connect any 2 dots around the number.
  - If you can't draw a line, spin again. Then take a new card.
  - 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.



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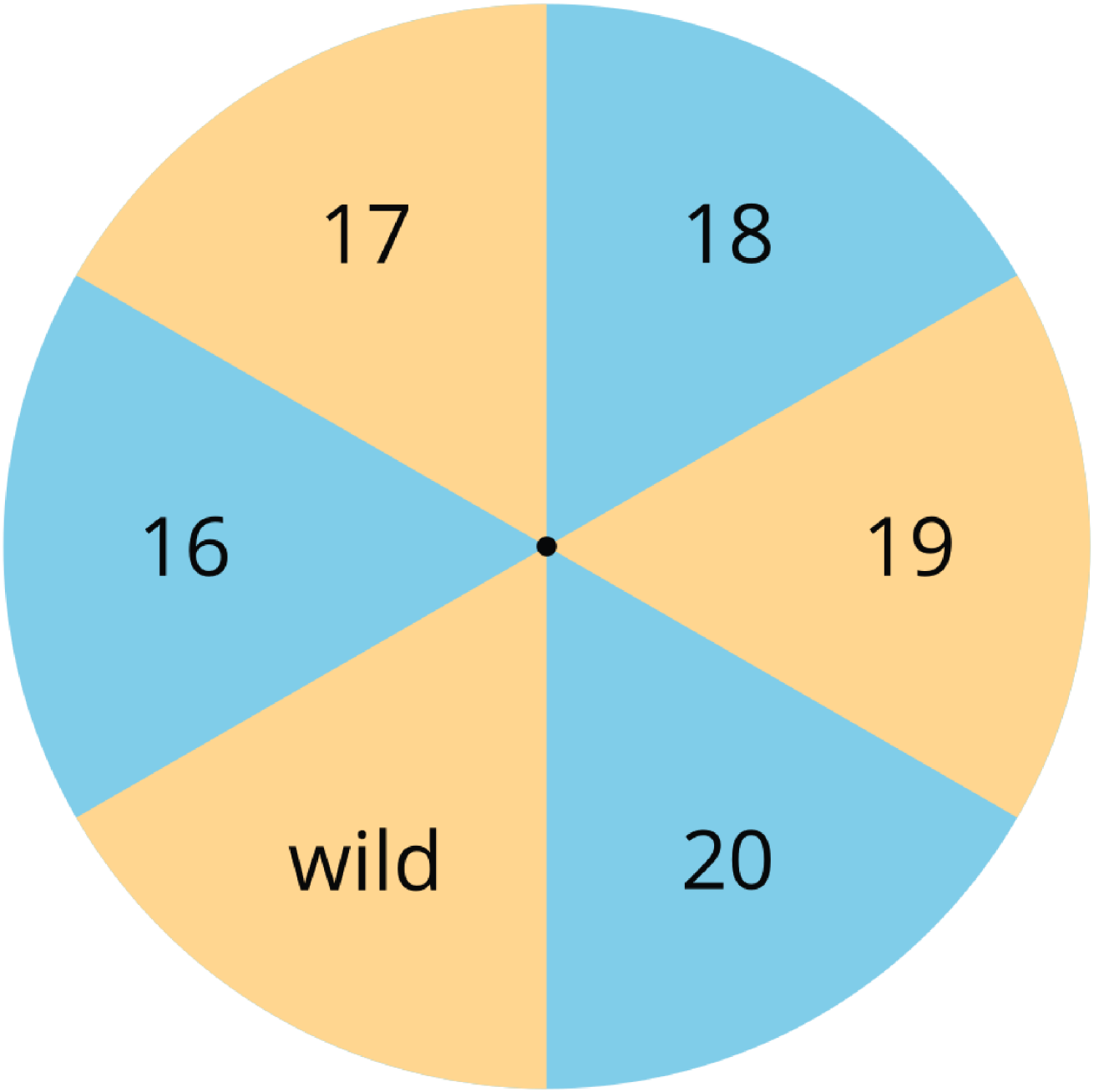
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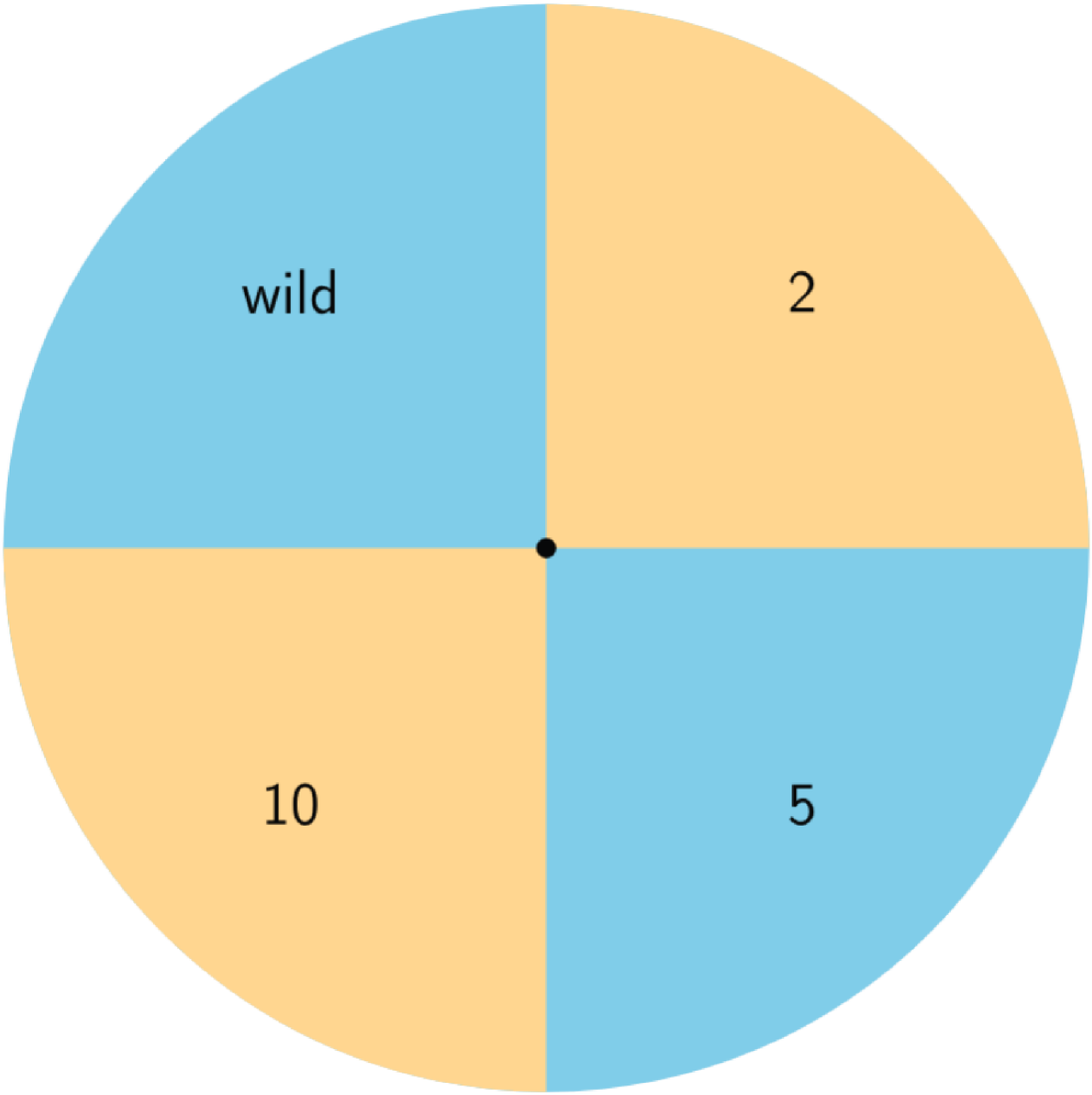
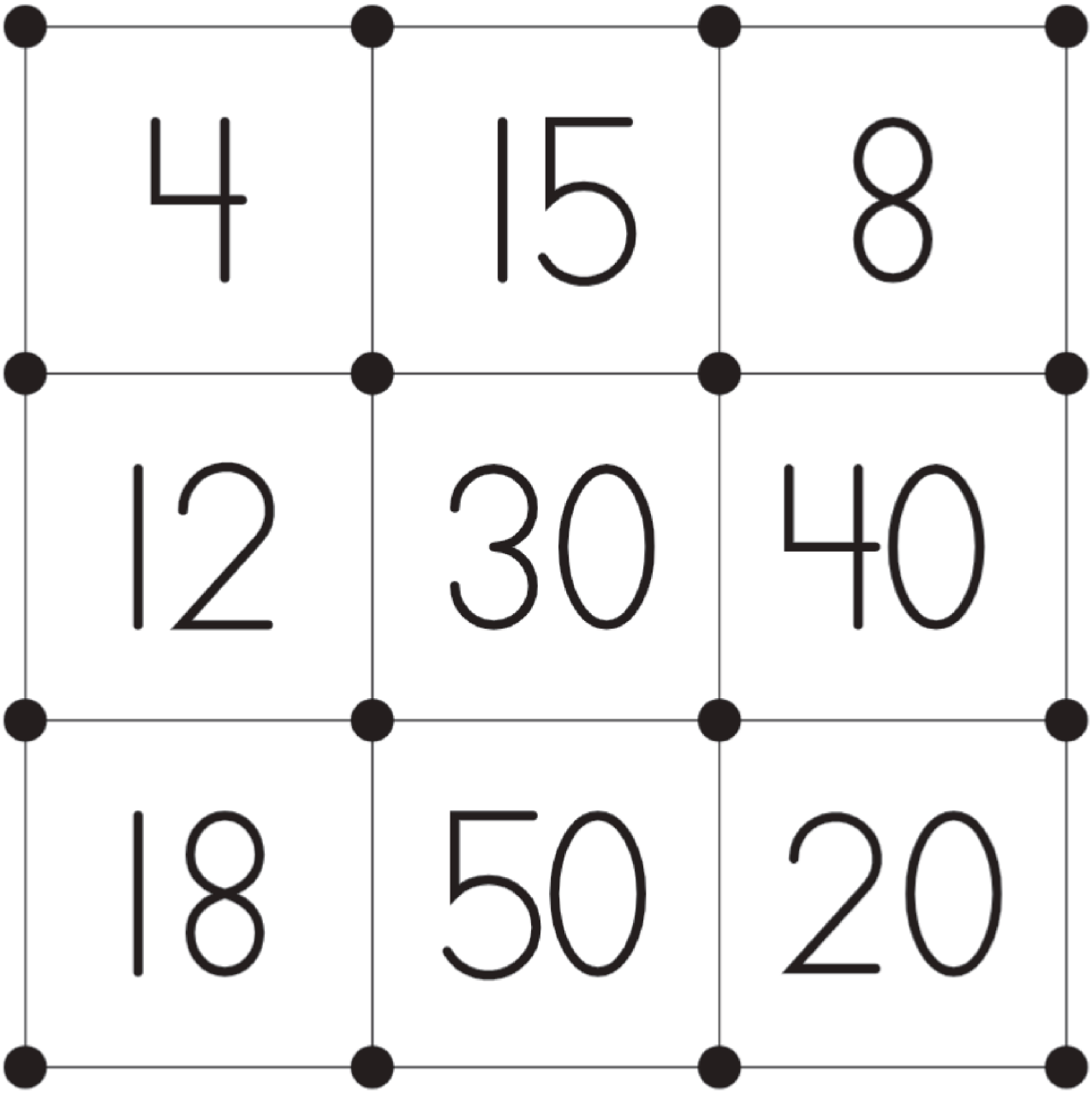
18
16
19
wild
20


wild
2
10
5

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 with your color.
- Take turns with your partner. The first player to shade in 3 boxes wins.



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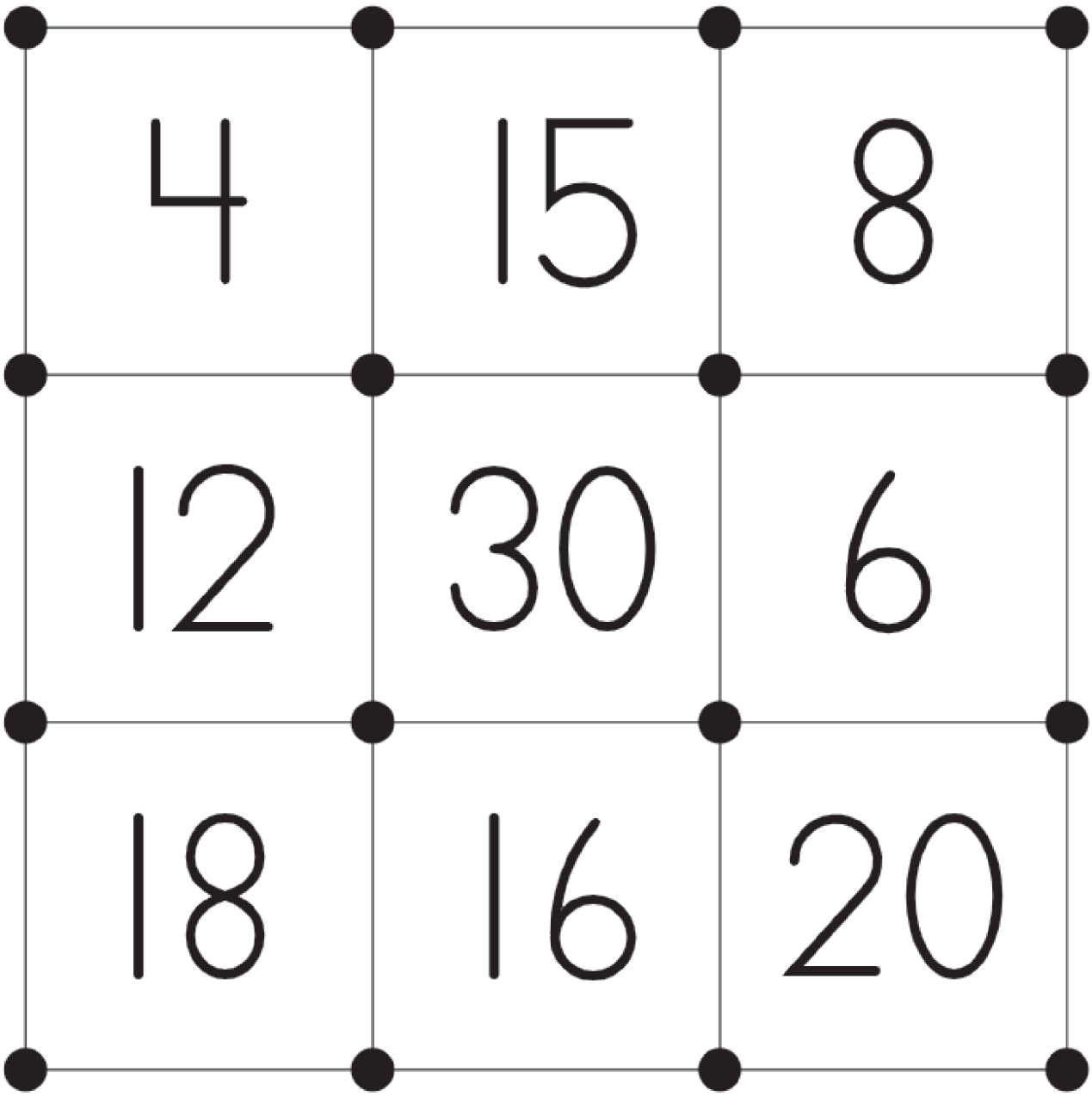
Directions:

- 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 with your color.
- Take turns with your partner. The first player to shade in 3 boxes wins.



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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.
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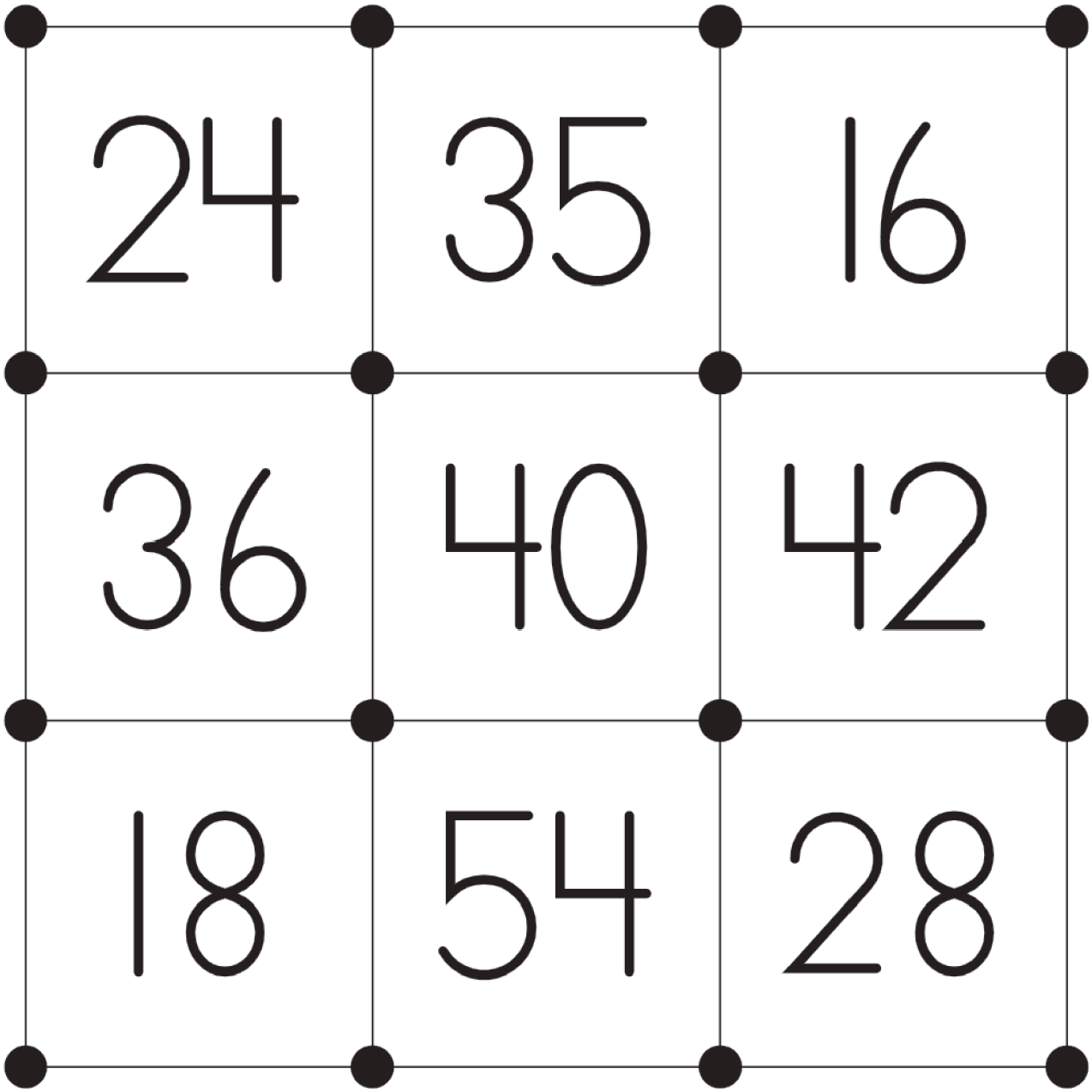

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