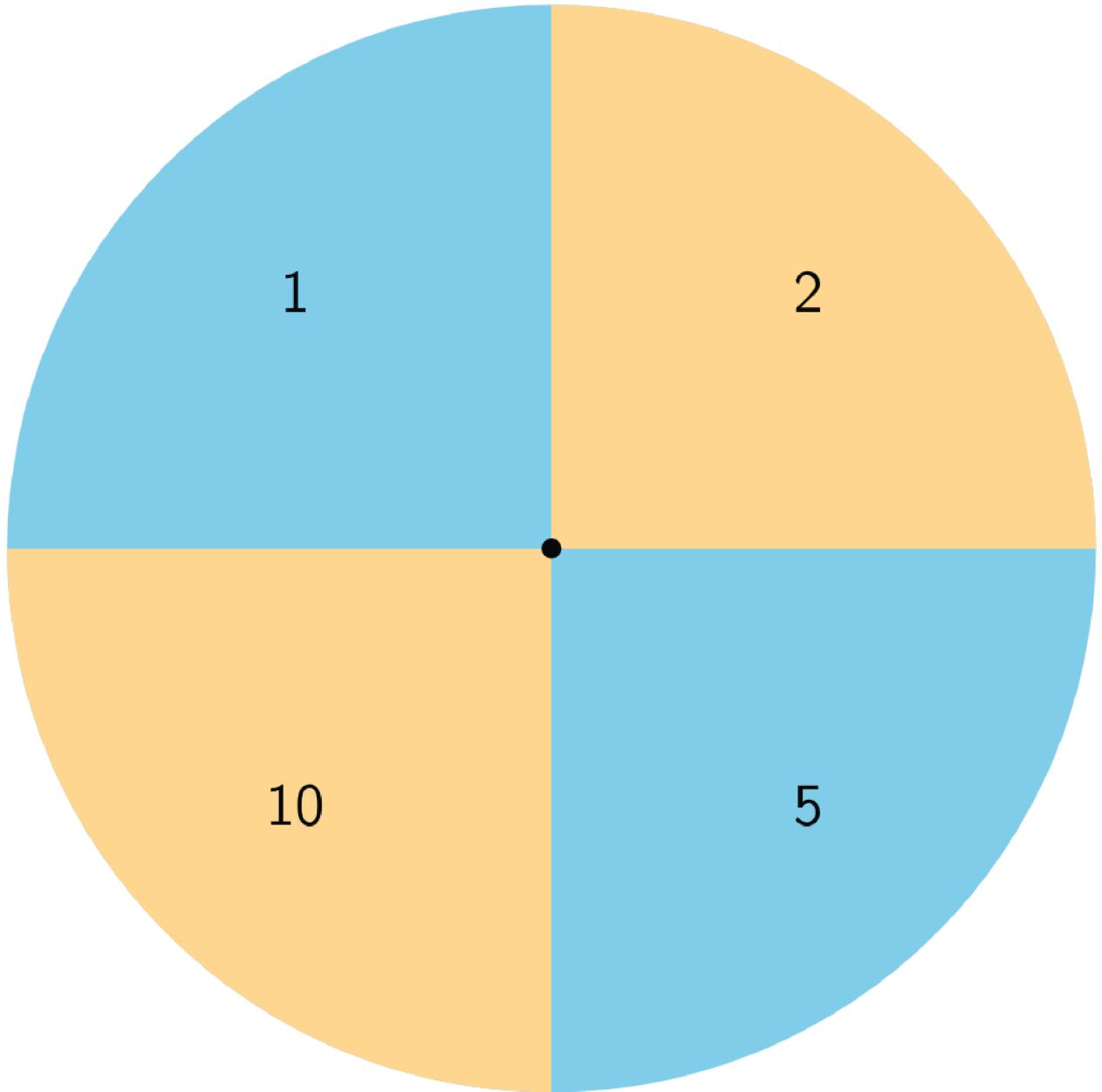


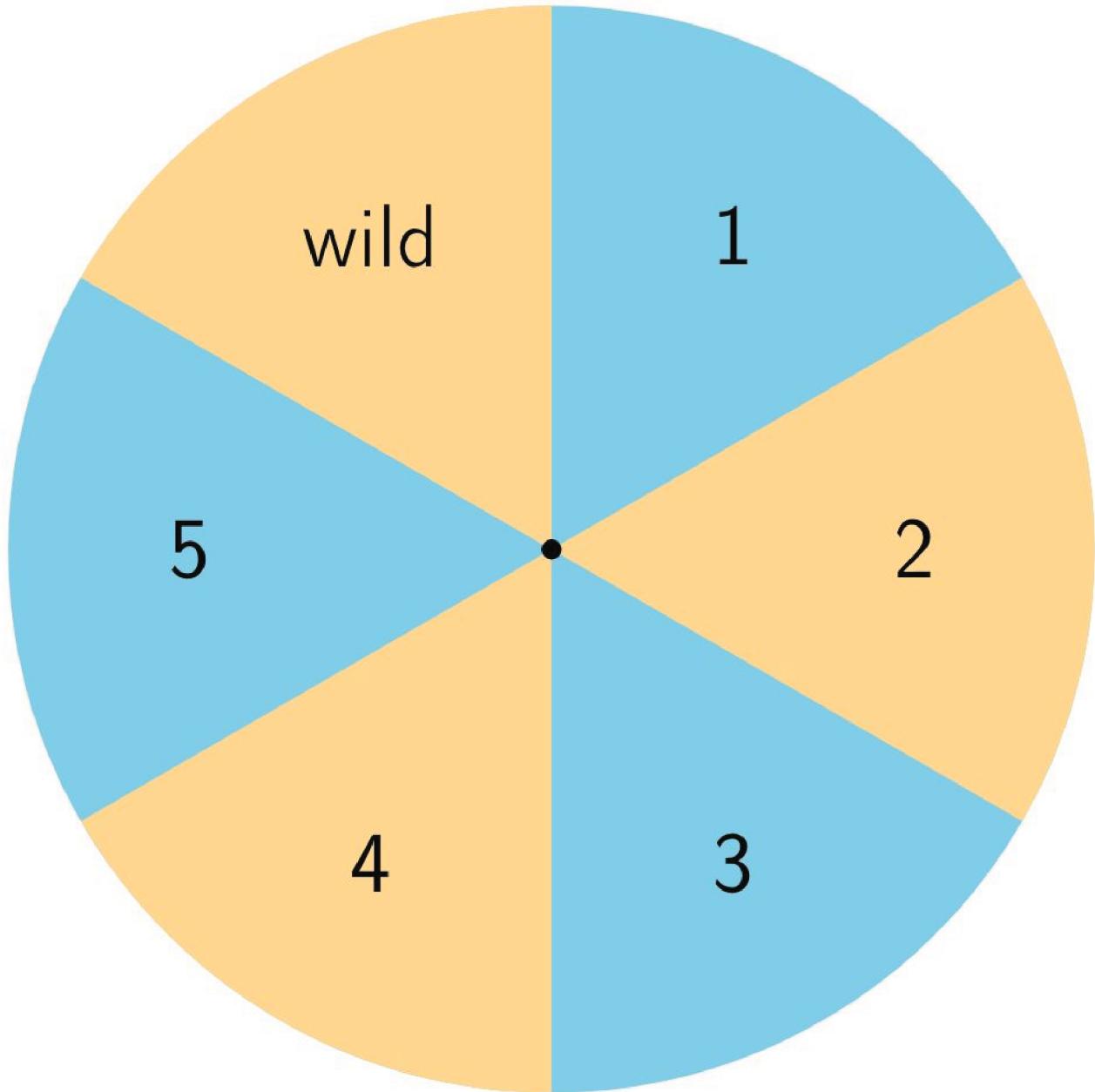
Directions:

- Both partners choose different colors to write with.
- On your turn:
 - Spin the spinner and roll the number cube.
 - Shade in a rectangular area to represent the product of the 2 numbers.
- If your product won't fit on the gameboard, roll and spin again.
- Take turns until the grid can't be filled with any more rectangles.
- Each partner adds up their total area, the partner with the greatest total square units wins.



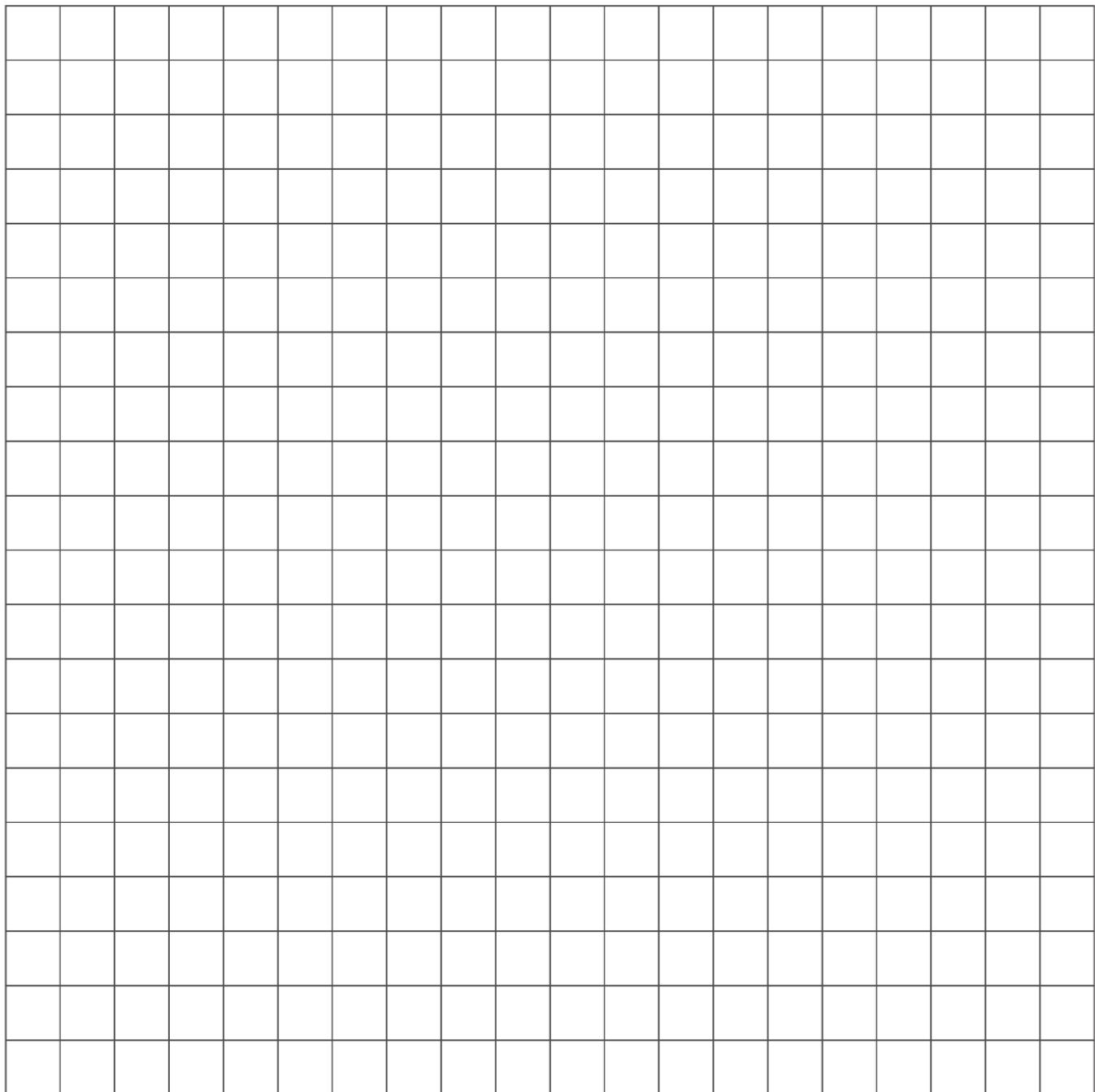
Directions:

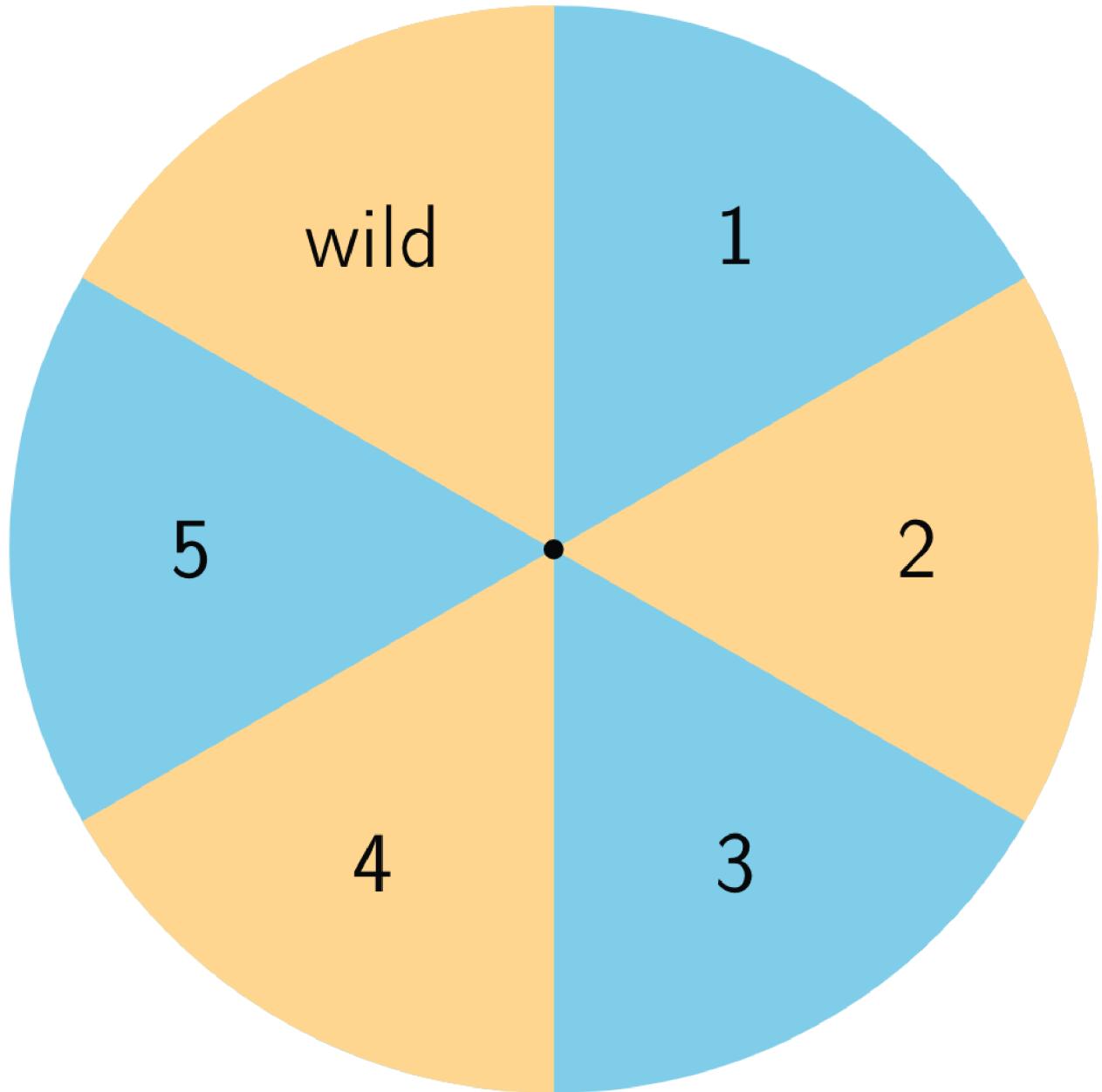
- Each partner chooses to write in a different color.
- On your turn:
 - Spin the spinner and roll the number cube.
 - Shade in a rectangular area to represent the product of the 2 numbers.
- If your product won't fit on the gameboard, roll and spin again.
- Take turns until the grid can't be filled with any more rectangles.
- Each partner adds up their total area, the partner with the greater total square units wins.



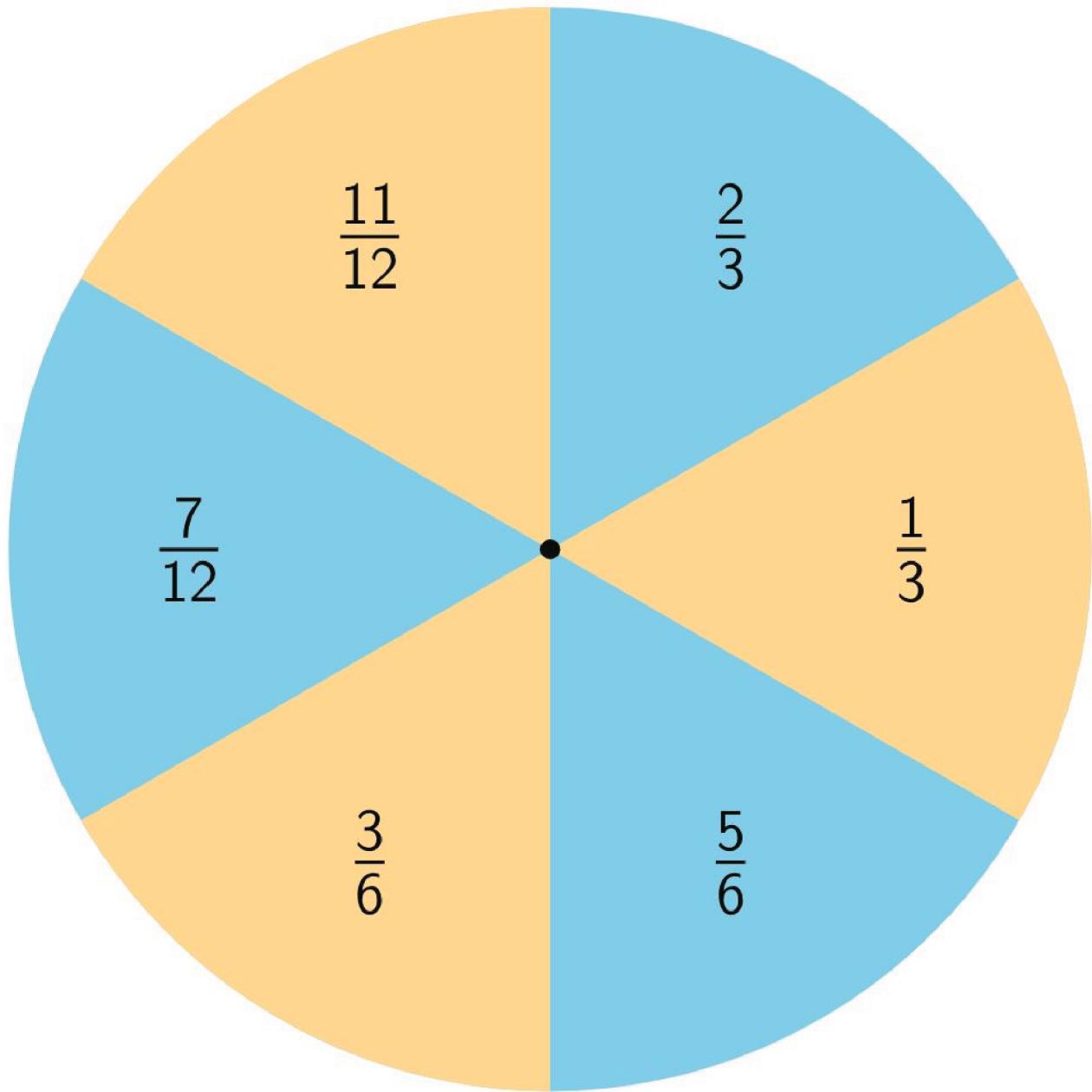
Directions:

- Both partners choose different colors to write with.
- On your turn:
 - Spin each spinner.
 - Shade in a rectangular area to represent the product of the 2 numbers.
- If your product won't fit on the gameboard, roll and spin again.
- Take turns until the grid can't be filled with any more rectangles.
- Each partner finds their total area on the grid. The partner with the greater area wins.



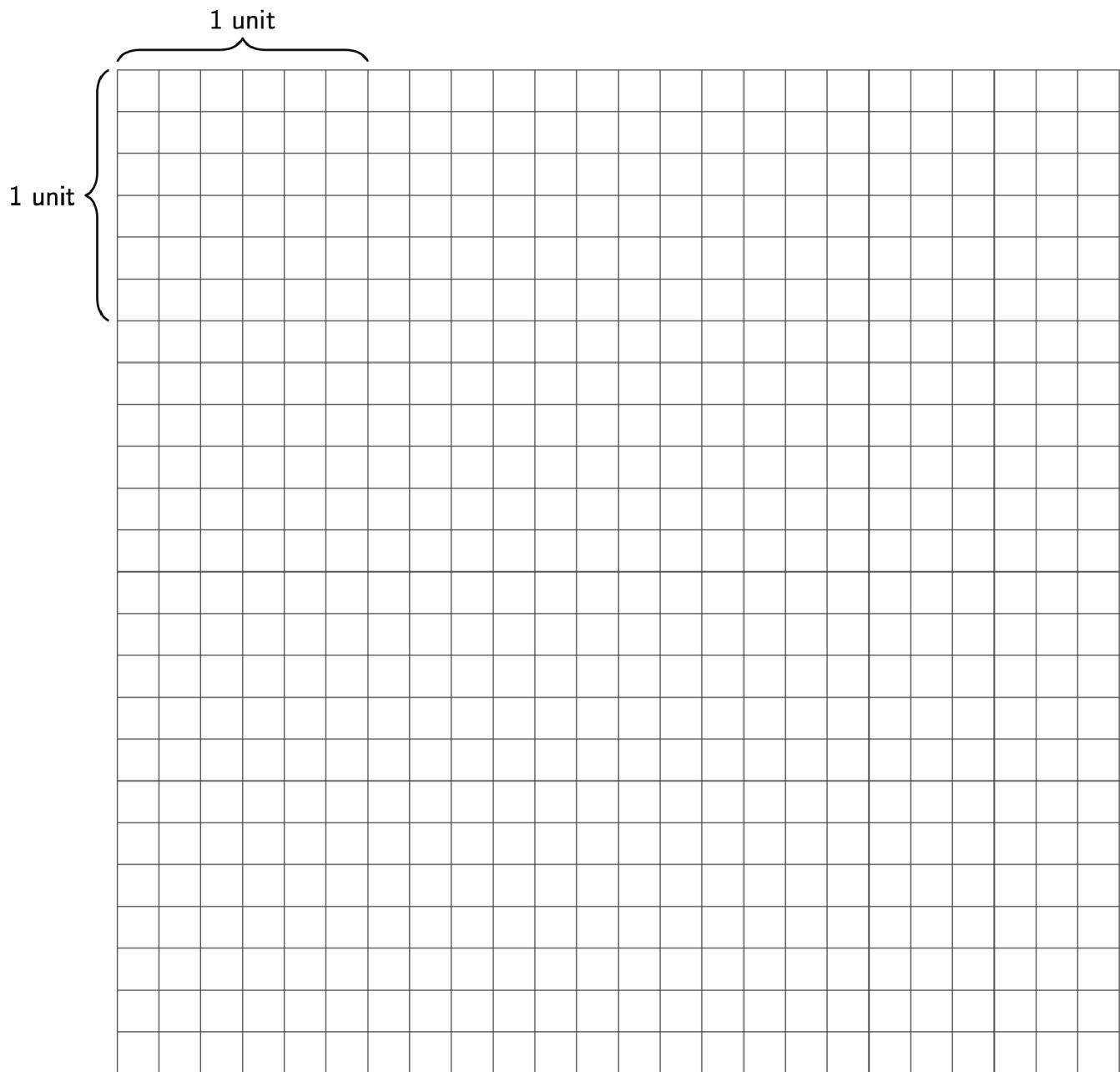


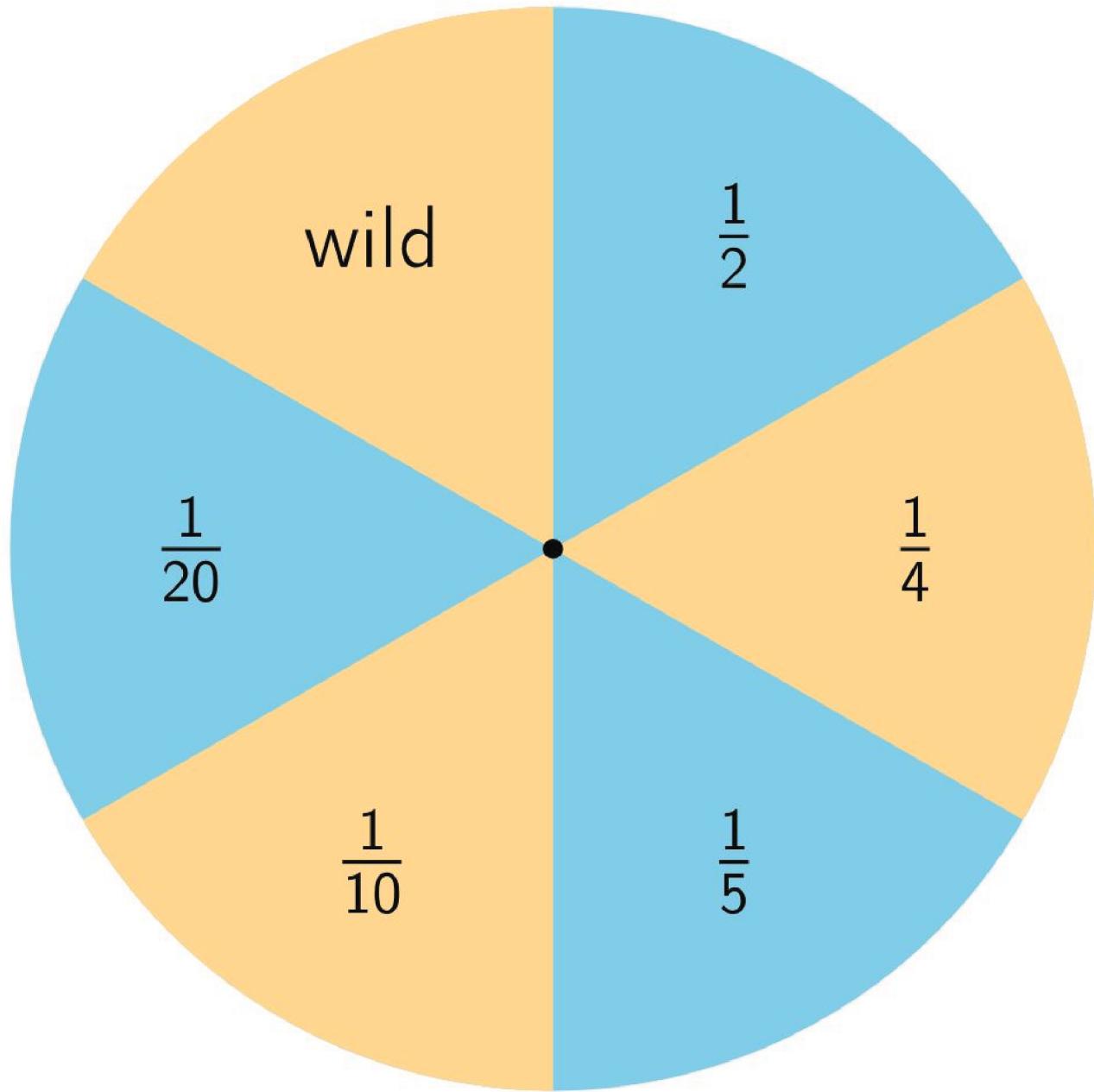




Directions:

- Both partners choose different colors to write with.
- On your turn:
 - Spin the spinner and roll the number cube.
 - Shade in a rectangular area to represent the product of the 2 numbers.
- If your product won't fit on the gameboard, roll and spin again.
- Take turns until the grid can't be filled with any more rectangles.
- Each partner finds their total area on the grid. The partner with the greater area wins.





Directions:

- Both partners choose different colors to write with.
- On your turn:
 - Spin the spinner and roll the number cube.
 - Shade in a rectangular area to represent the product of the 2 numbers.
- If your product won't fit on the gameboard, roll and spin again.
- Take turns until the grid can't be filled with any more rectangles.
- Each partner finds their total area on the grid. The partner with the greater area wins.

