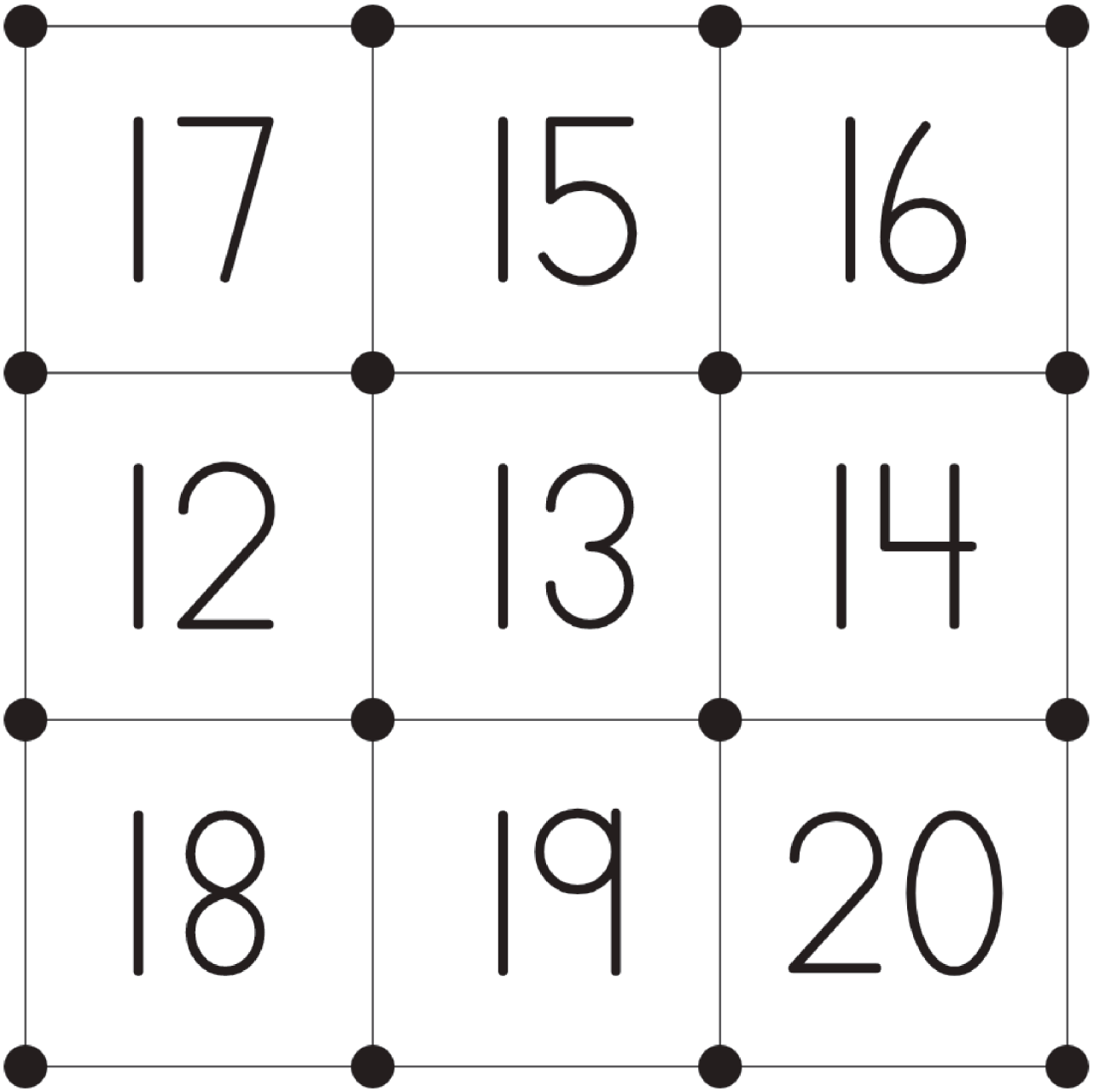
Directions:

- 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.




7
8
6
9
wild
10

Directions: (2-digit plus 2-digit)

- Partner A: Put a paper clip on 1 number in each gray row. Cover the sum of the 2 numbers with a counter.
- Partner B: Move 1 of the paper clips to another number in the same row. Add the numbers. Cover the sum with a counter.
- Take turns. If a partner finds a sum that is already covered, they move the same paper clip to a different number. The game ends when a partner fills the gameboard or places 5 counters in a row—across, up and down, or diagonal.

| | | | | |
|---|---|---|---|---|
| 81 | 91 | 54 | 46 | 90 |
| 84 | 83 | 35 | 82 | 53 |
| 60 | 92 | 99 | 73 | 51 |
| 73 | 42 | 44 | 53 | 92 |
| 100 | 75 | 82 | 61 | 64 |

| | | | | |
|---|---|---|---|---|
| 16 | 27 | 25 | 34 | 35 |
| 65 | 19 | 57 | 26 | 48 |

Directions: (1-digit plus 2-digit)

- Partner A: Put a paper clip on 1 number in each gray row. Cover the sum of the 2 numbers with a counter.
- Partner B: Move 1 of the paper clips to another number in the same row. Add the numbers. Cover the sum with a counter.
- Take turns. If a partner finds a sum that is already covered, they move the same paper clip to a different number. The game ends when a partner gets 5 counters in a row or the gameboard is filled. Counters can be across, up and down, or diagonal.

| | | | | |
|---|---|---|---|---|
| 75 | 64 | 24 | 26 | 63 |
| 65 | 25 | 22 | 31 | 55 |
| 58 | 30 | 67 | 32 | 66 |
| 72 | 56 | 54 | 34 | 71 |
| 74 | 23 | 33 | 73 | 57 |

| | | | | |
|---|---|---|---|---|
| 5 | 6 | 7 | 8 | 9 |
| 17 | 25 | 49 | 58 | 66 |

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