

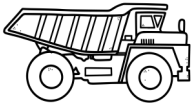
Instructions

This fun set of math games includes four types of printable math games you and your students can enjoy. The first set are numbered 1-12. In these games, have students roll two dice or spin two spinners and then combine the numbers to form one of the numbers on the board, using whatever math skills they have learned such as addition, subtraction, multiplication, or division. For example, if they roll or spin a 3 and a 4, they can add those two numbers to get a 7. They should place a marker on one of the squares marked with a 7. Then play passes to the next player. If no space can be covered on a turn because all possible squares are taken, the player does not place a marker and play moves to the next person. At the end of the game when all squares are covered, the person who placed the most marker wins.

The second type of game is played just like the first but includes the numbers 1-36 and players should use addition, subtraction, multiplication, and division to reach their answers.

The third type of game is labeled "Bonus." These games are played the same as the 1-36 games except with a twist. Any time a student can make an answer and cover a square that matches the symbols at the top of the page, they automatically can place an additional marker on any open square on the board.





































The fourth type of game is labeled "Race to the Finish." Two versions of this game are included, one with the numbers 1-12 and one with the numbers 1-36. Players roll or spin and get answers as in the other games, but this time, each student uses only one marker. When they can form a number ahead of where they are on the board, they move forward to that space. If they cannot form a number ahead of where they are but can form a number behind them, they must move backwards. When they land on any of the final three spaces on the board, they are safe and can move to the finish after rolling or spinning and forming a correct answer one final time.



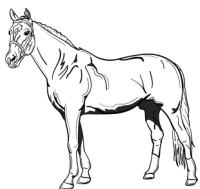
Trucks

1-12



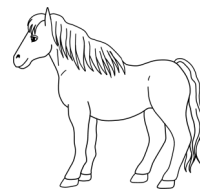
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 5	 8	 3	 11	 7	 10
 3	 10	 6	 1	 11	 5
 7	 4	 9	 12	 8	 2
 5	 2	 12	 7	 10	 4
 8	 1	 11	 6	 9	 3

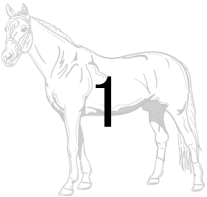

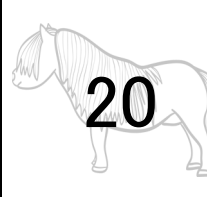

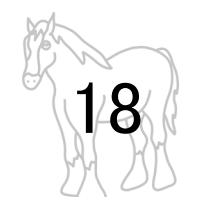

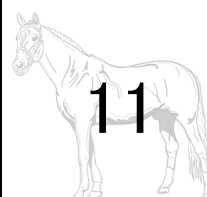
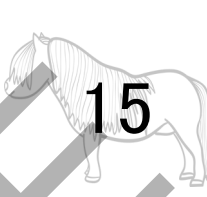

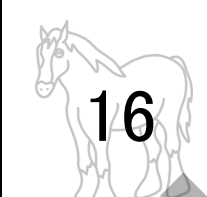

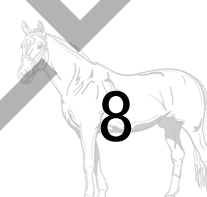

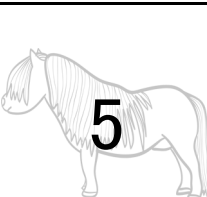
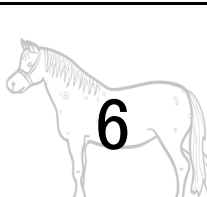
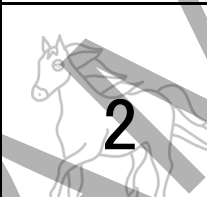
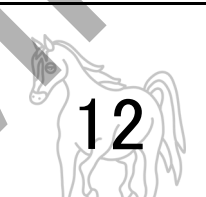
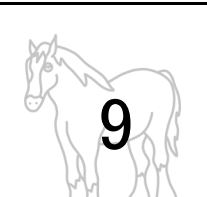
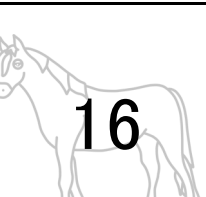
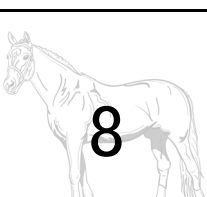
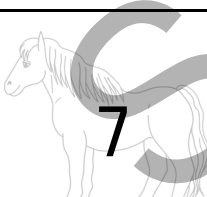
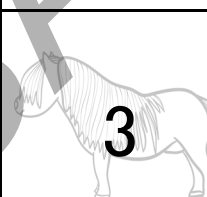
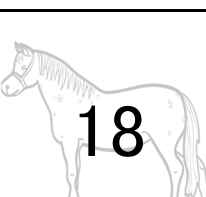
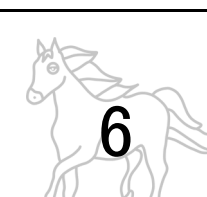
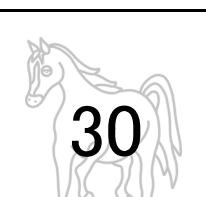
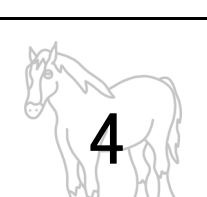
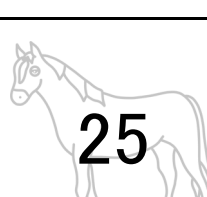
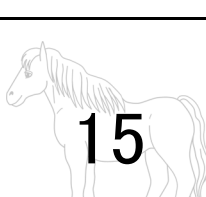
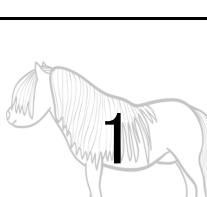
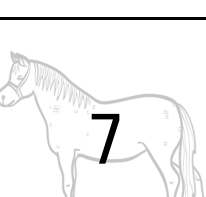


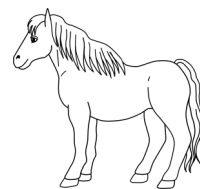
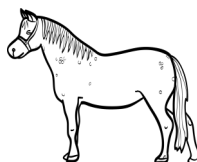
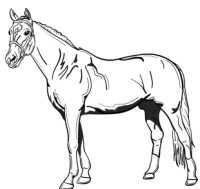


Horses

1-36



 1	 9	 20	 4	 12	 20
 18	 3	 11	 36	 15	 2
 10	 11	 16	 24	 8	 5
 5	 6	 2	 12	 9	 16
 8	 7	 3	 18	 6	 30
 4	 25	 10	 15	 1	 7









































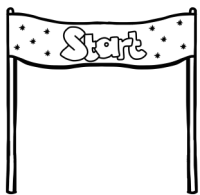
Ocean Animals

Bonus



 25	 8	 24	 15	 5	 3
 2	 4	 16	 30	 7	 25
 6	 12	 9	 1	 18	 24
 6	 16	 3	 30	 8	 11
 20	 1	 4	 20	 9	 2
 10	 36	 7	 18	 36	 5



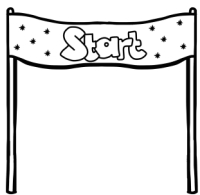


Race to the Finish

1-12



Finish: Land on the final 6, 10, or 5; then roll any number to win on your next turn				6	10	5	2	8
								4
11	12	10	9	7	3	11	1	
6								
2	5	4	8	1	9	8	10	
								3
10	12	2	4	9	11	4	7	
7								
3	6	8	5	1	Start			



Race to the Finish

1-36



Finish: Land on the final 4, 18, or 7; then roll any number to win on your next turn.

