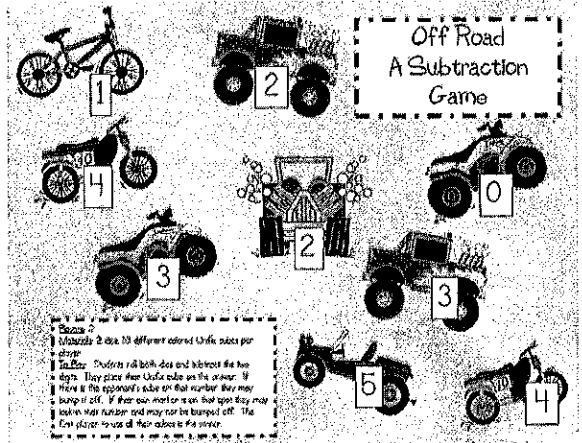


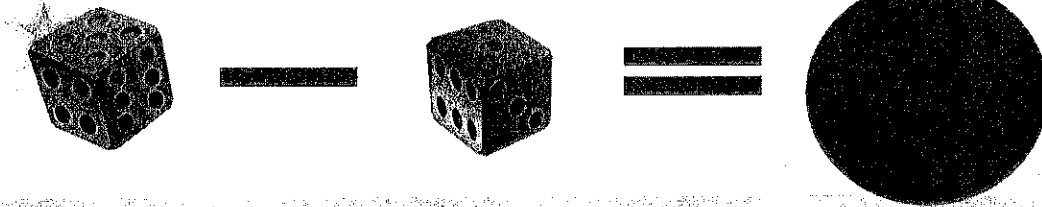
How to play:



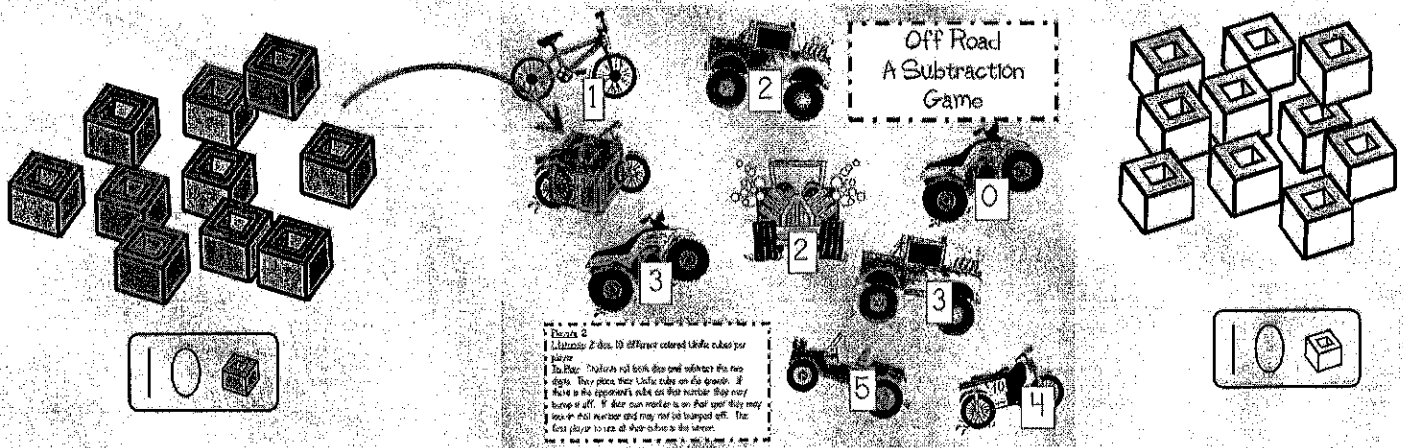
① Roll 2 dice.



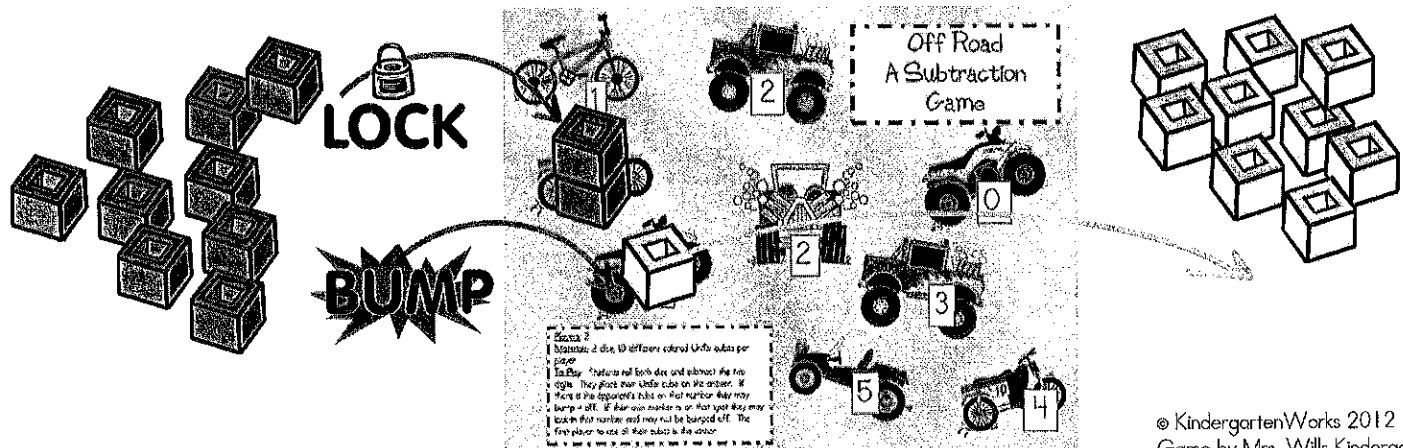
② Subtract the least number from the greater number.



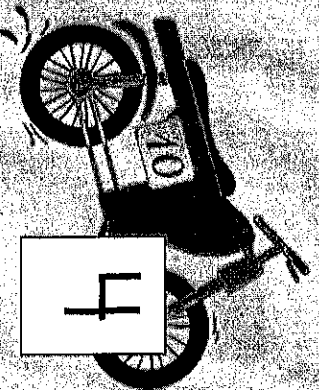
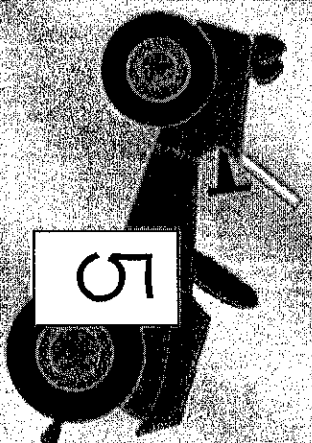
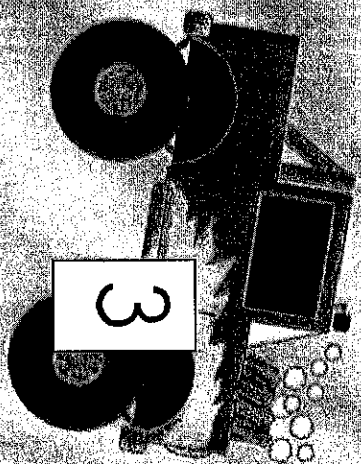
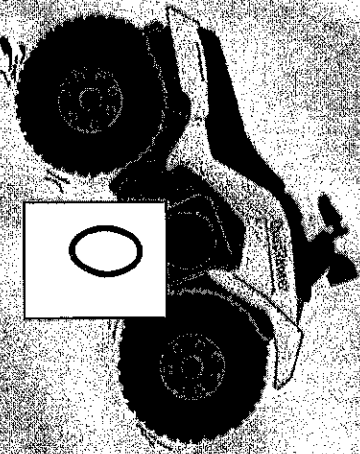
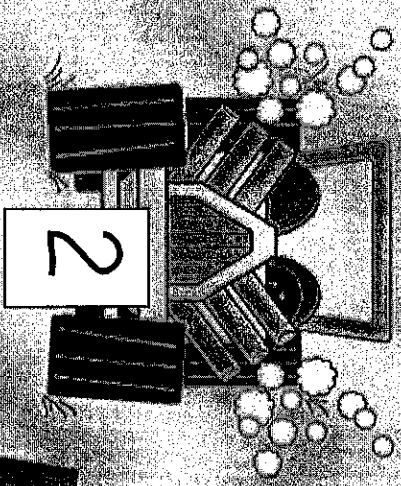
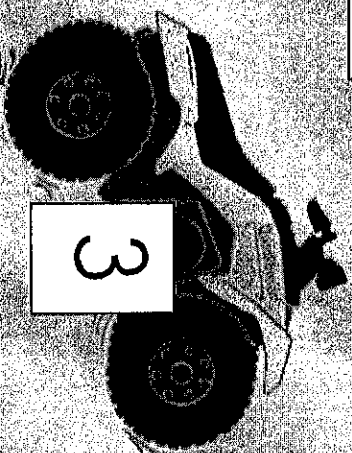
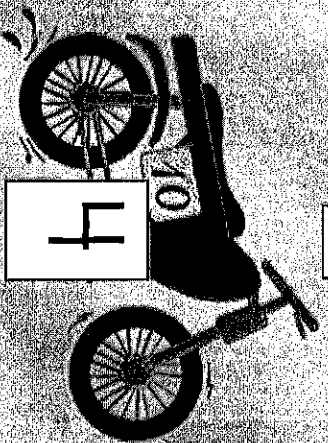
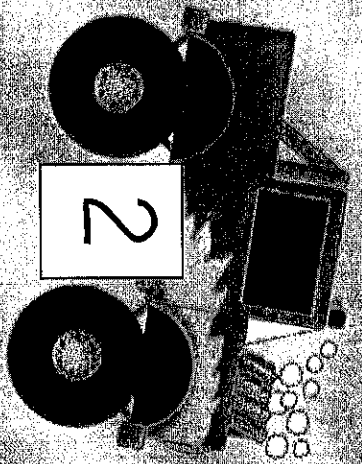
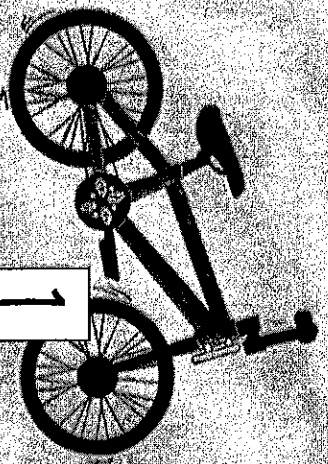
③ Place a linking cube on the playing mat to hold your space.



④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.

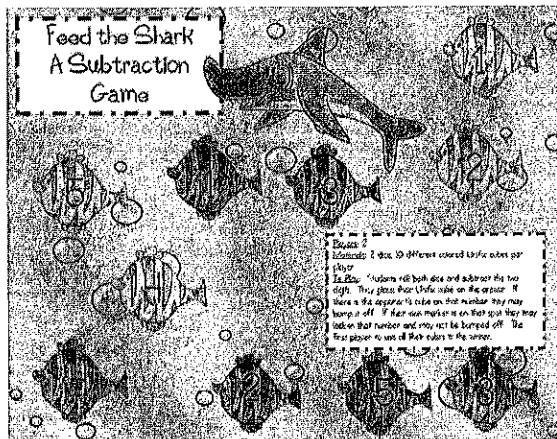


Off Road A Subtraction Game



Players: 2
Materials: 2 dice, 10 different colored Unifix cubes per player
To Play: Students roll both dice and subtract the two digits. They place their Unifix cube on the answer. If there is the opponent's cube on that number they may bump it off. If their own marker is on that spot they may lock-in that number and may not be bumped off. The first player to use all their cubes is the winner.

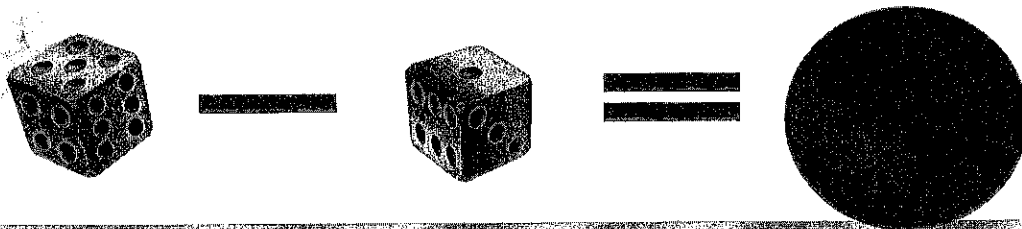
How to play:



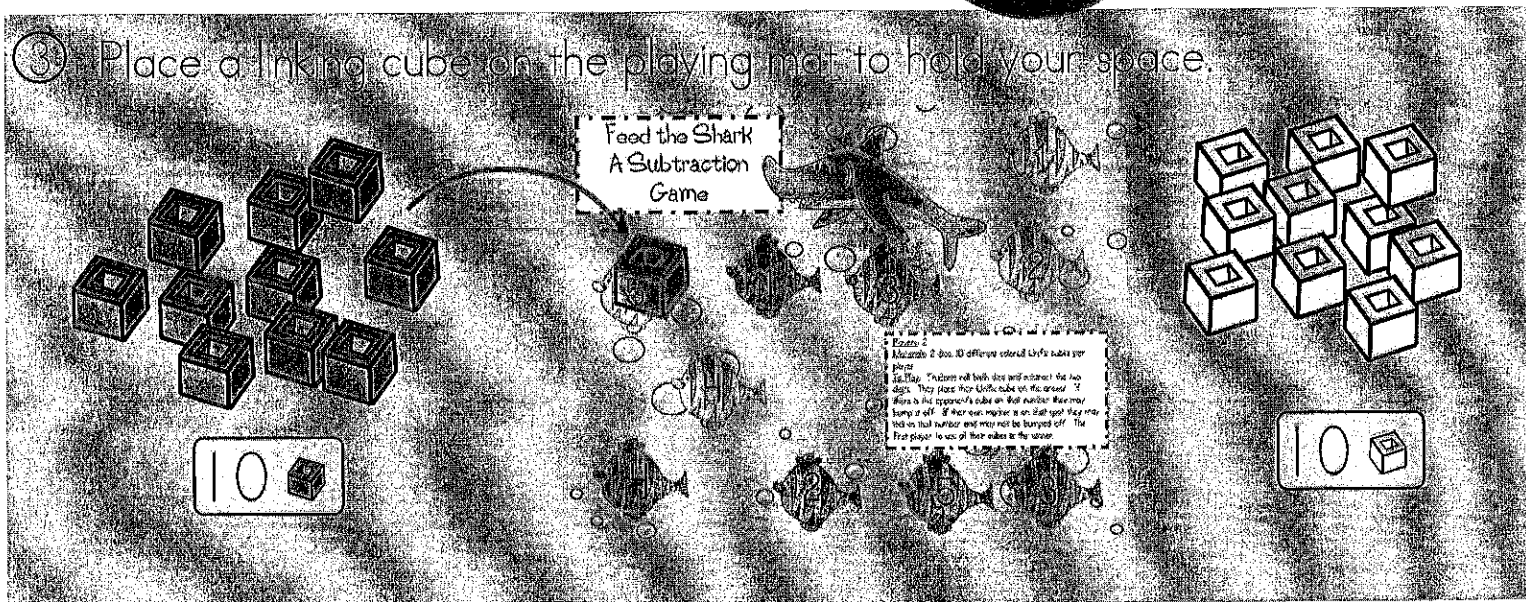
① Roll 2 dice.



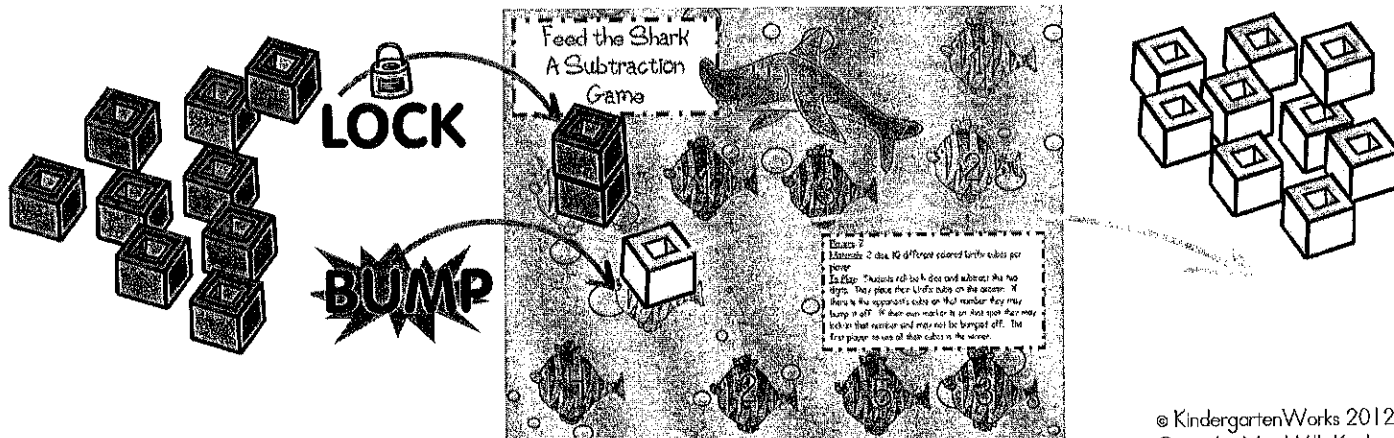
② Subtract the least number from the greater number.



③ Place a linking cube on the playing mat to hold your space.

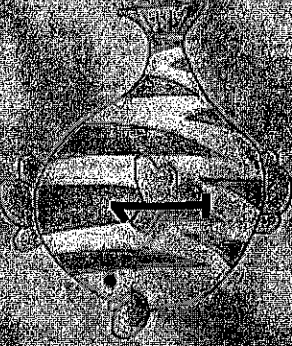
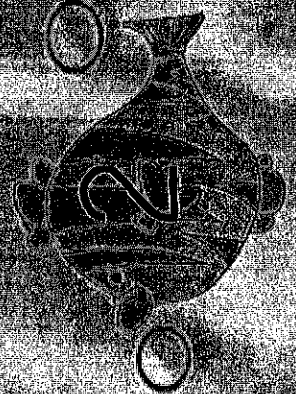
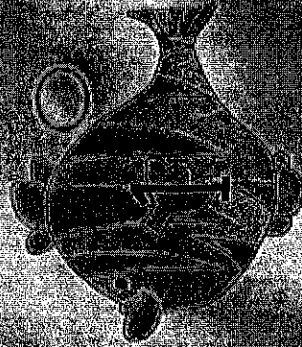
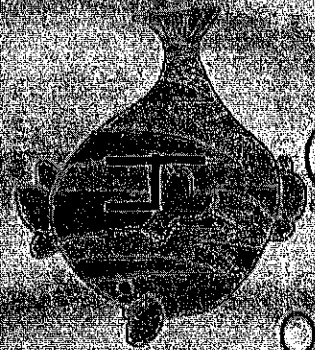
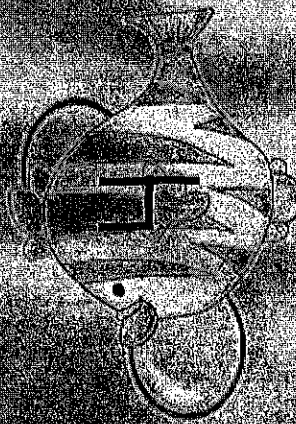
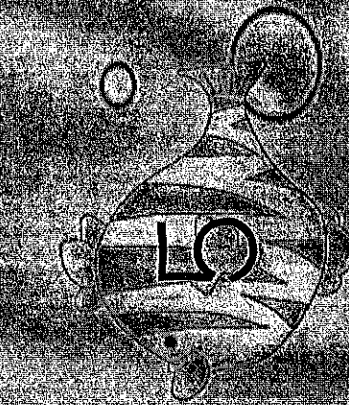
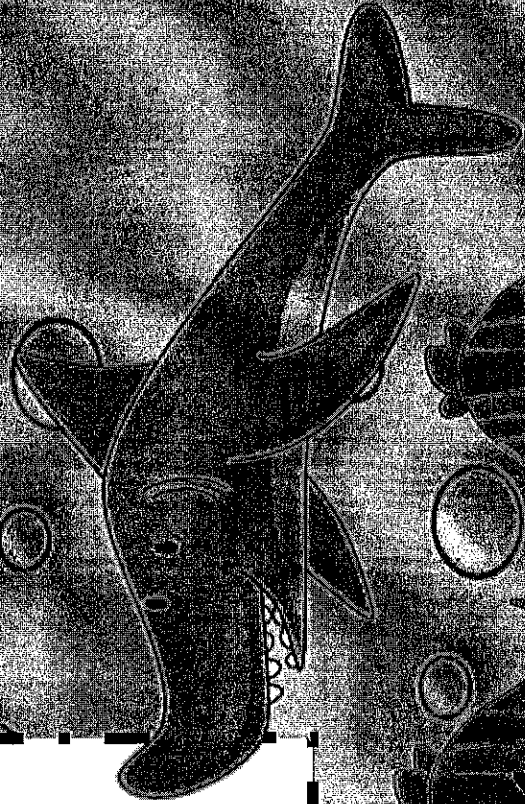


④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have cubes left.



Feed the Shark

A Subtraction Game



Players: 2

Materials: 2 dice, 10 different colored Unifix cubes per player

To Play: Students roll both dice and subtract the two digits. They place their Unifix cube on the answer. If there is the opponent's cube on that number they may bump it off. If their own marker is on that spot they may lock-in that number and may not be bumped off. The first player to use all their cubes is the winner.

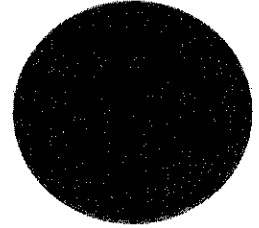
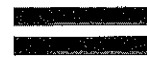
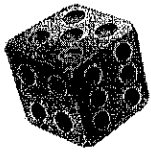
How to play:



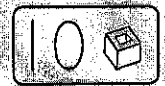
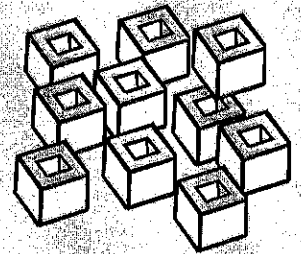
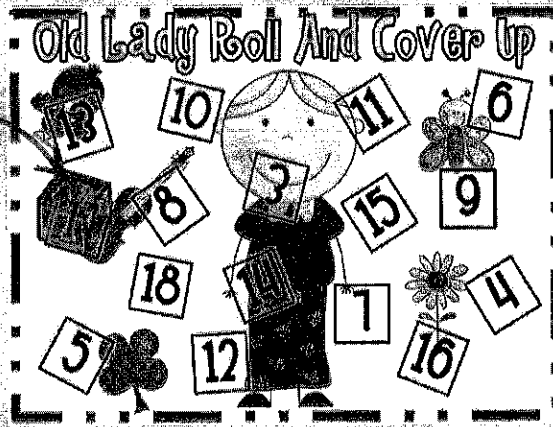
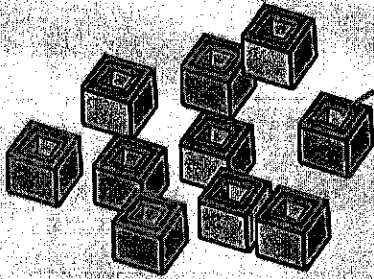
① Roll 3 dice.



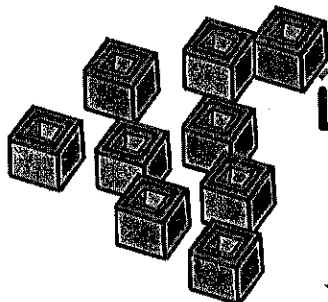
② Add the numbers together.



③ Place a linking cube on the playing mat to hold your space.

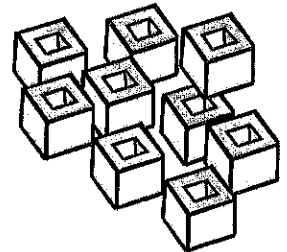
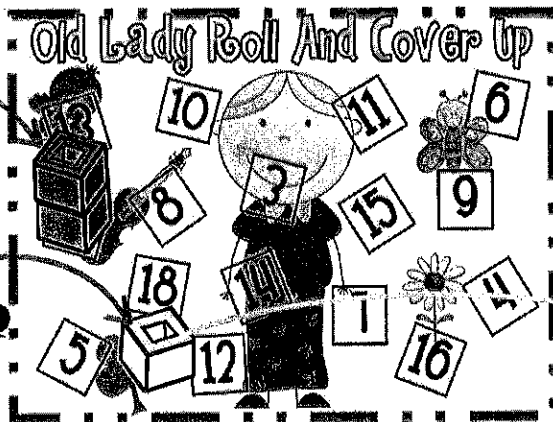


④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have cubes left.

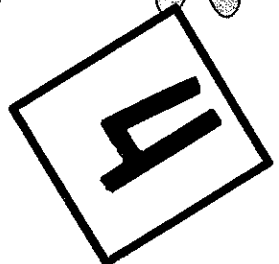
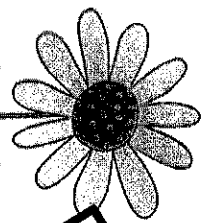
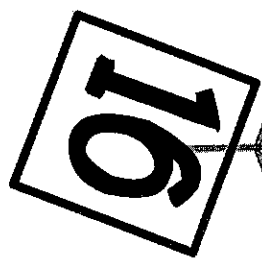
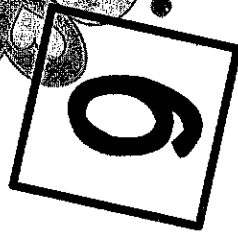
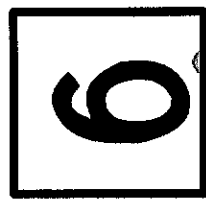
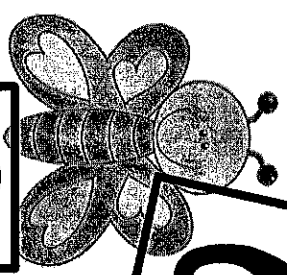
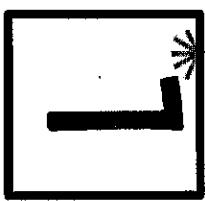
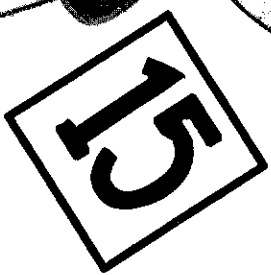
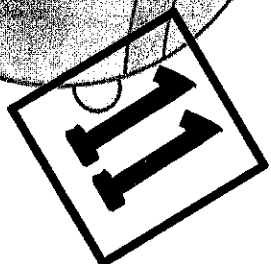
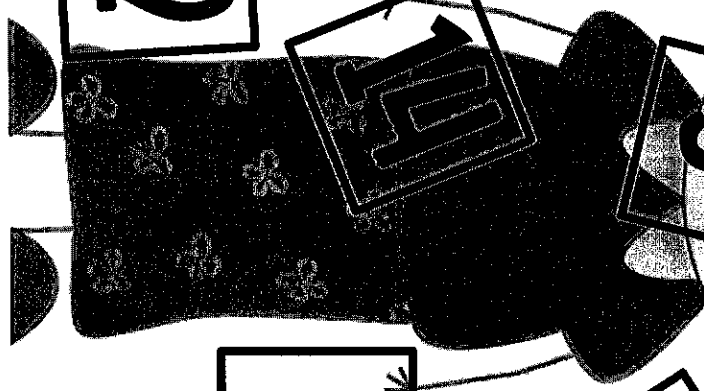
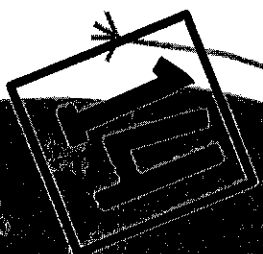
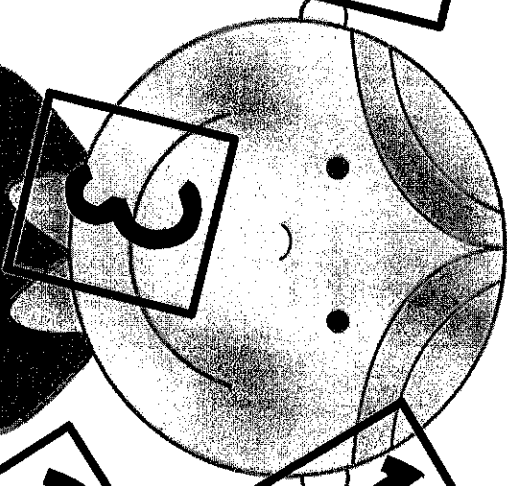
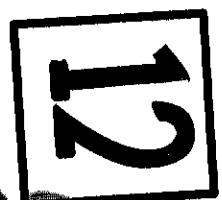
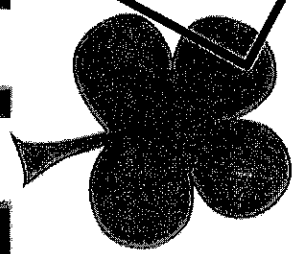
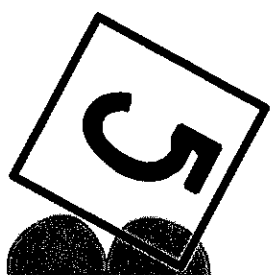
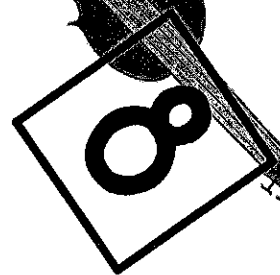
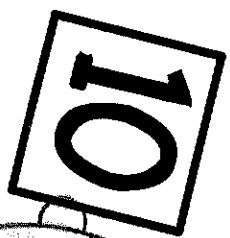
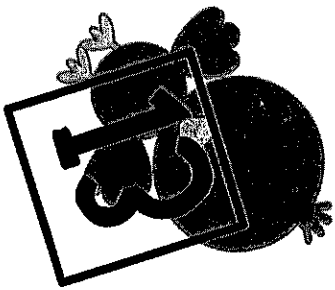


LOCK

BUMP



Old Lady Pool And Cover Up



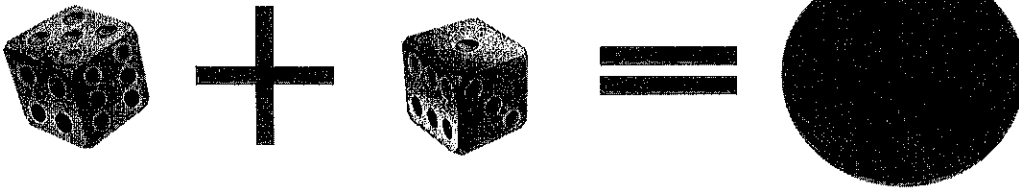
How to play:



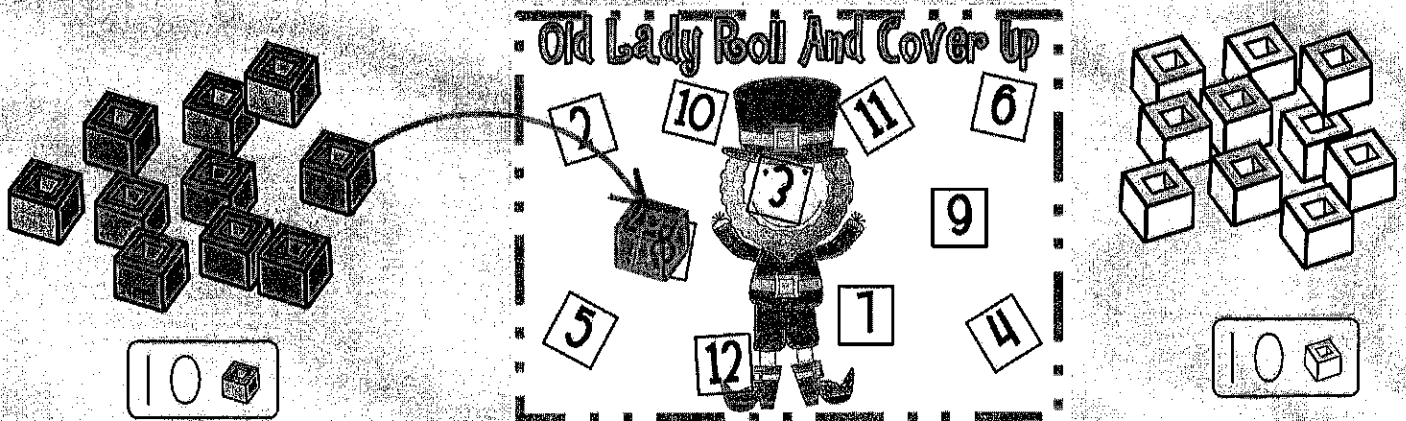
① Roll 2 dice.



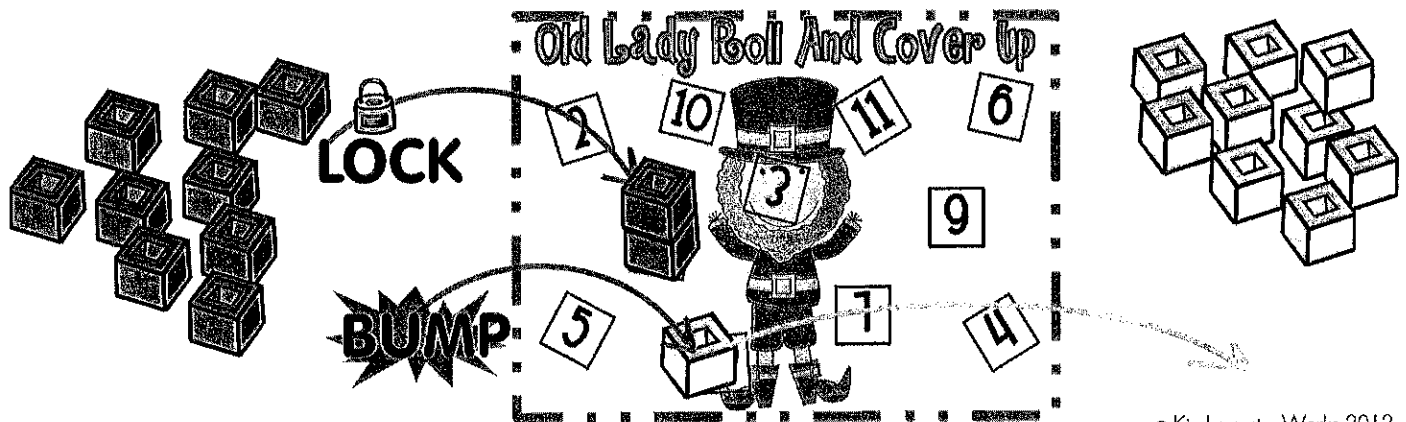
② Add the numbers together.



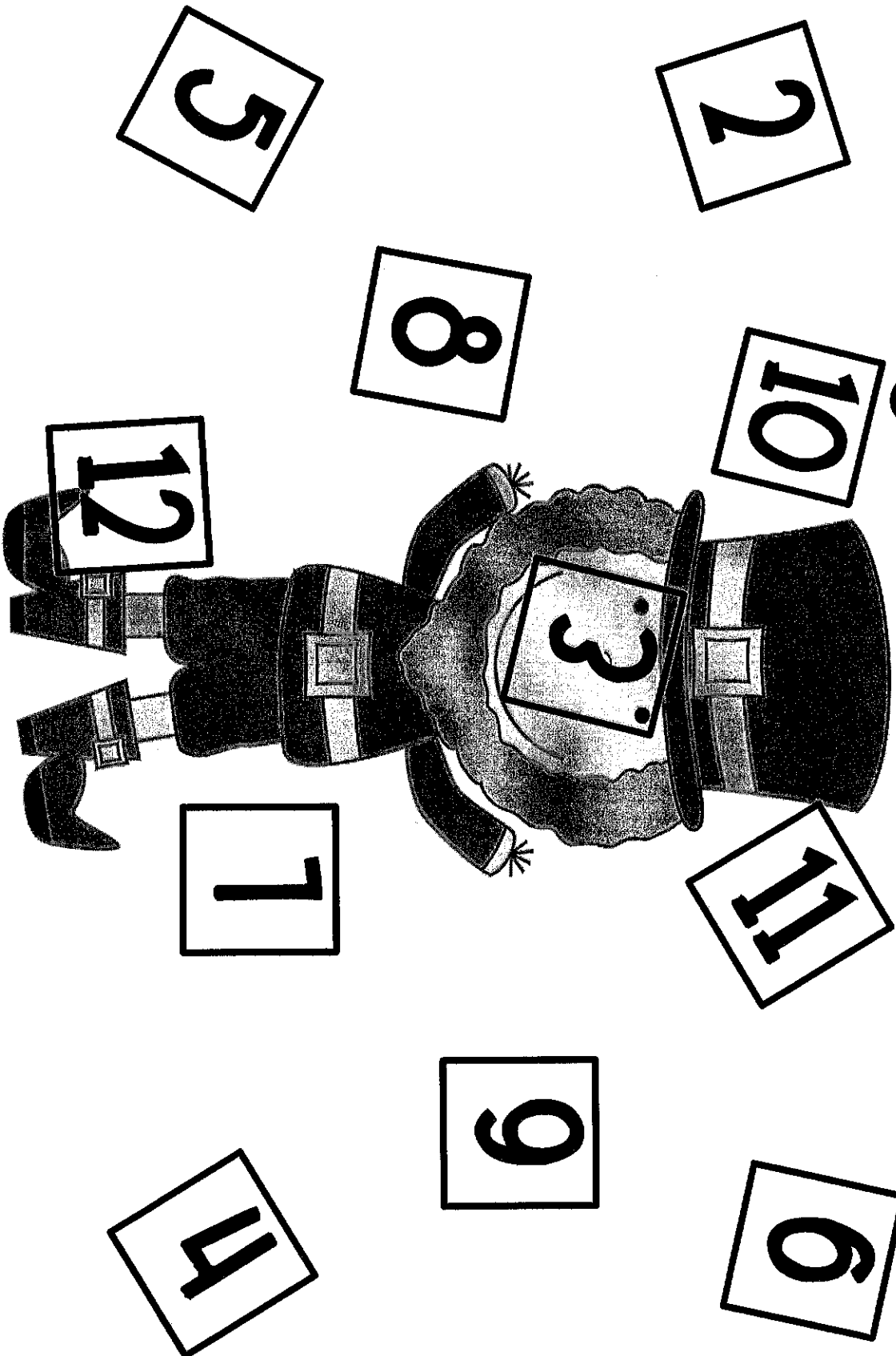
③ Place a linking cube on the playing mat to hold your space.



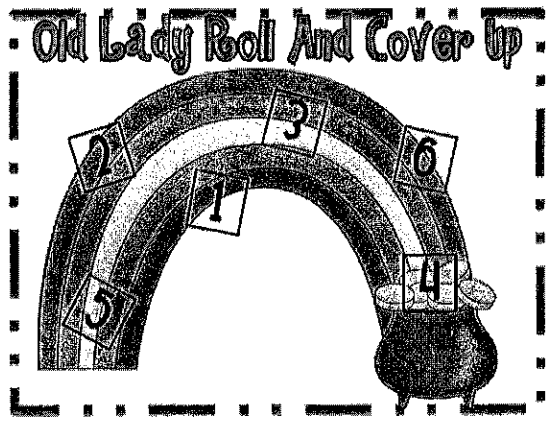
④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.



Old Lady Boil And Cover Up



How to play:

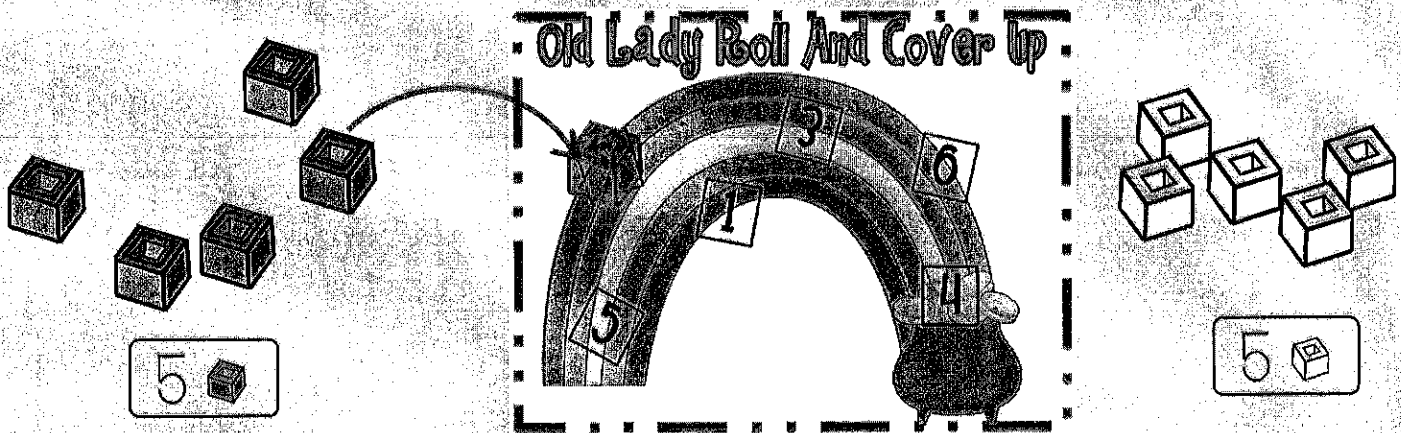


① Roll 1 dice.

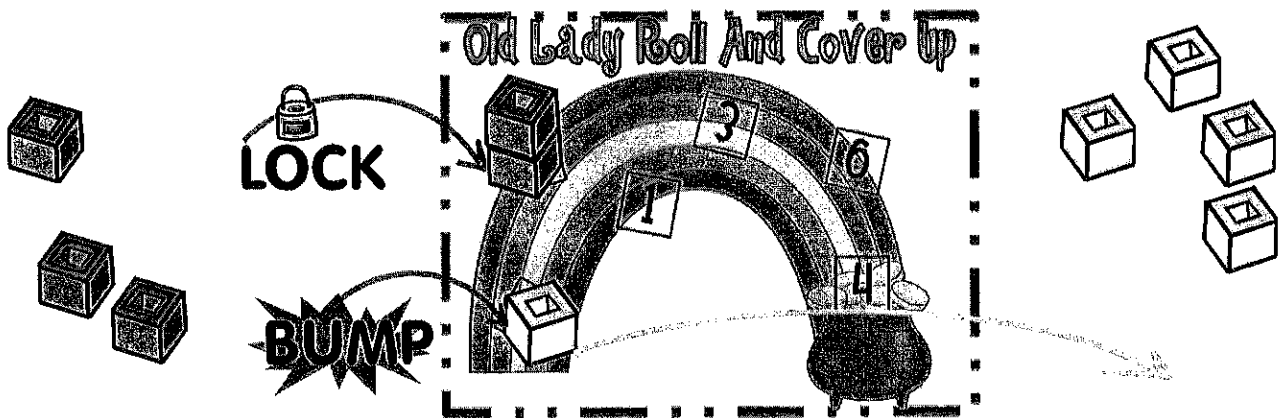
② Find the number.



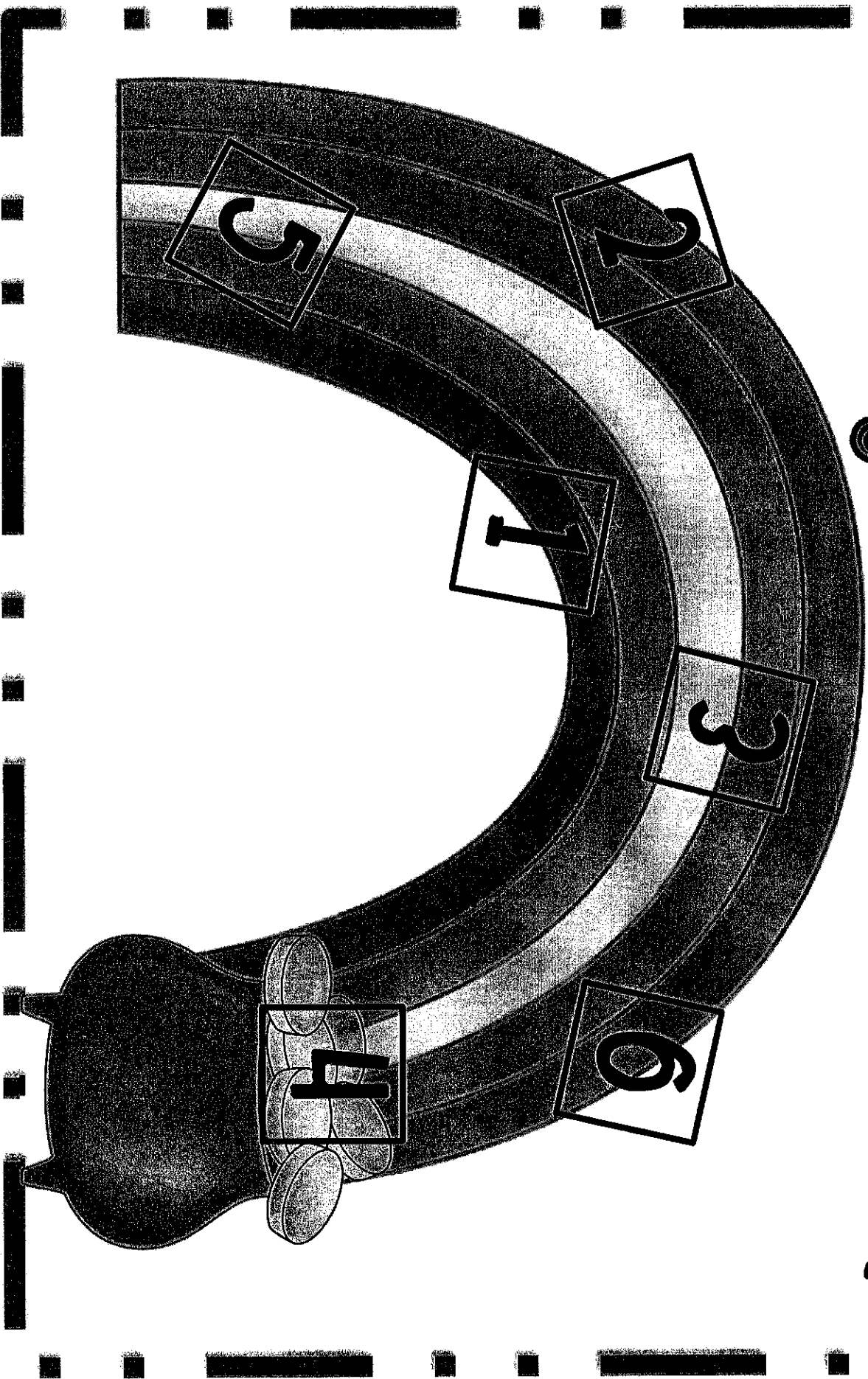
③ Place a linking cube on the playing mat to hold your space.



④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.



Old Lady Boil And Cover Up



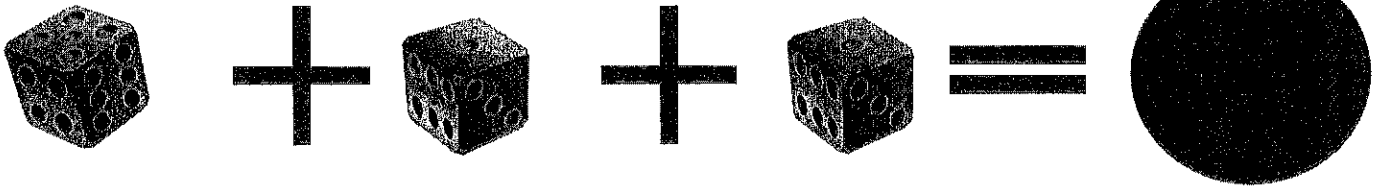
How to play:



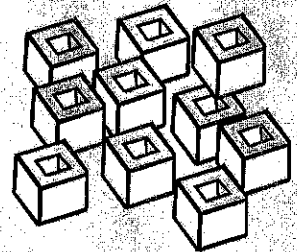
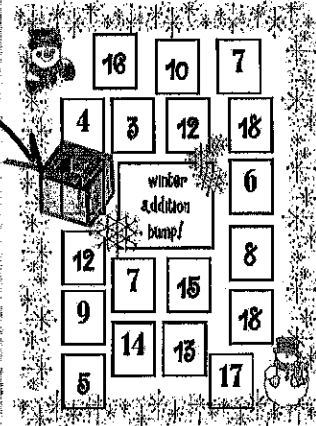
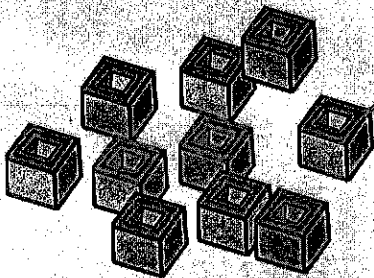
① Roll 3 dice.



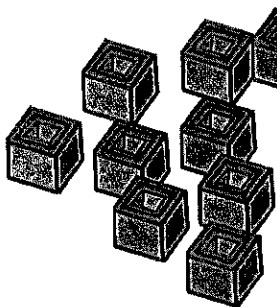
② Add the numbers together.



③ Place a linking cube on the playing mat to hold your space.

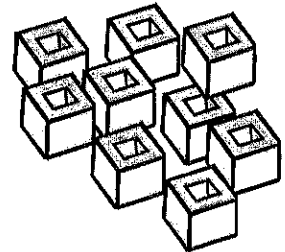
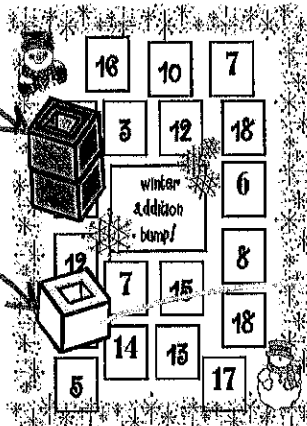


④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.



LOCK

BUMP





16

10

7

4

3

12

18

11

winter
addition
bump!

6

12

7

15

8

9

14

13

18

5

17



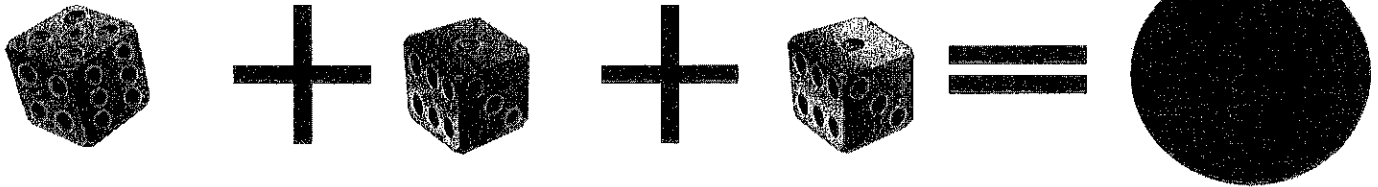
How to play:



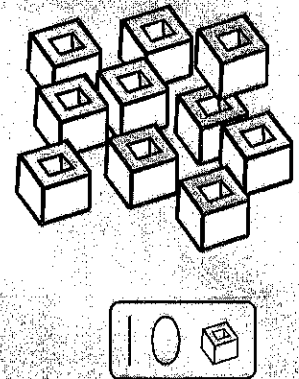
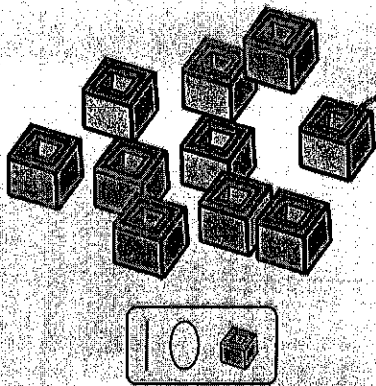
① Roll 3 dice.



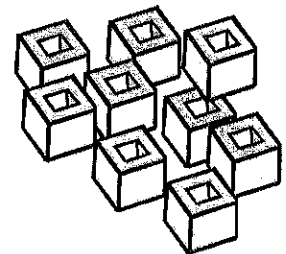
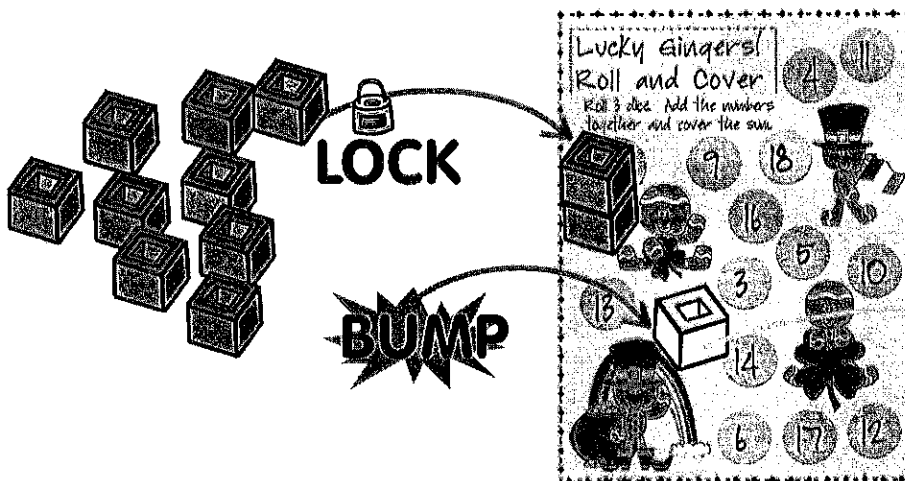
② Add the numbers together.



③ Place a linking cube on the playing mat to hold your space.

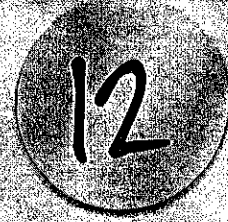
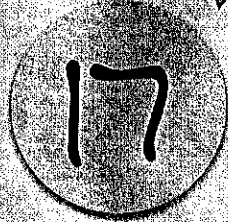
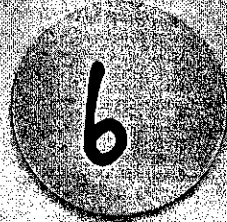
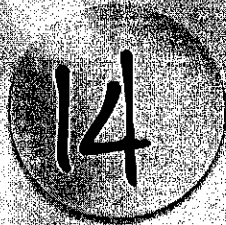
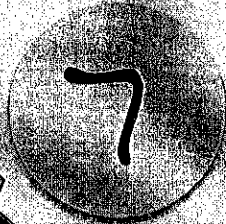
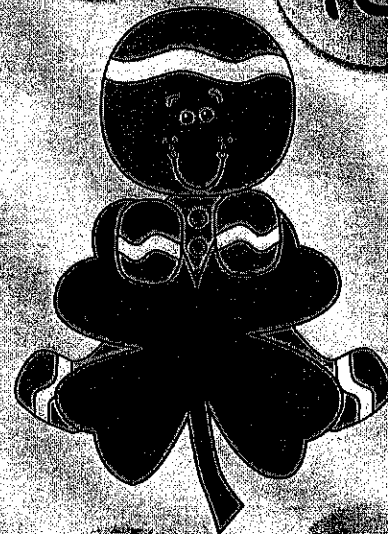
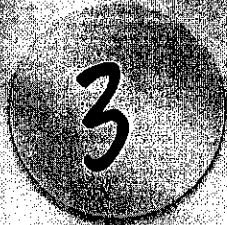
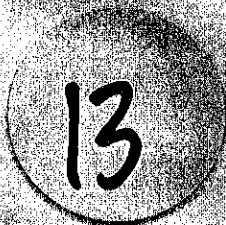
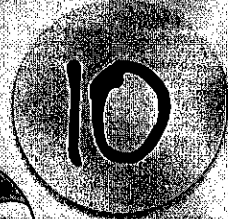
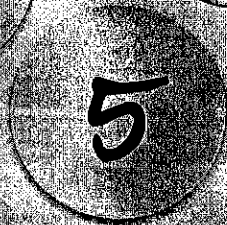
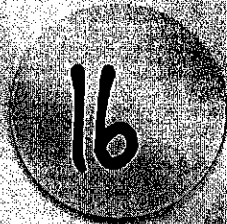
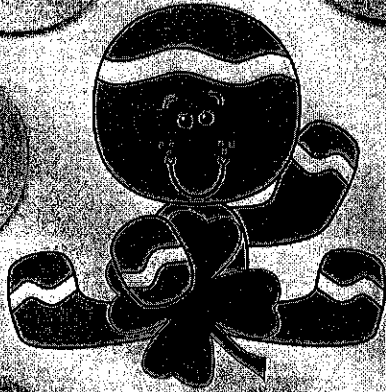
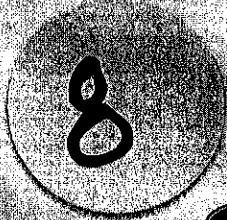
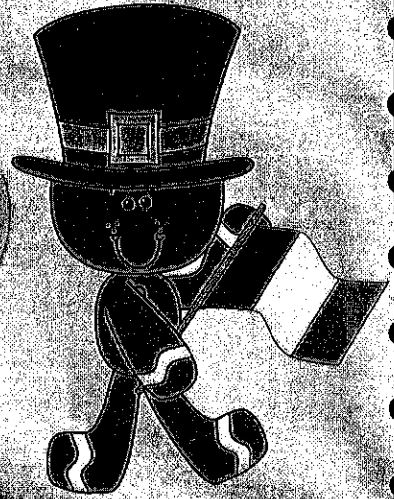
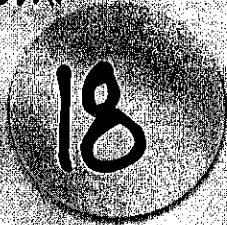
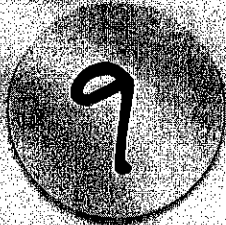
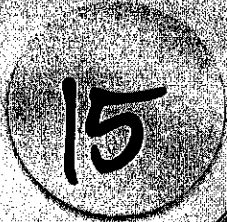
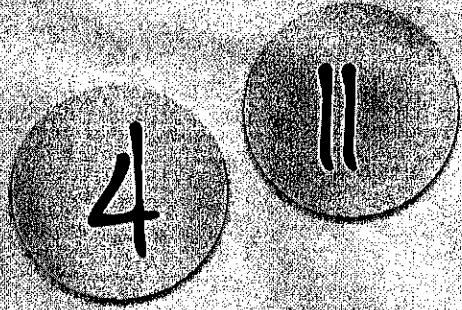


④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.



Lucky Gingers! Roll and Cover

Roll 3 dice. Add the numbers together and cover the sum.



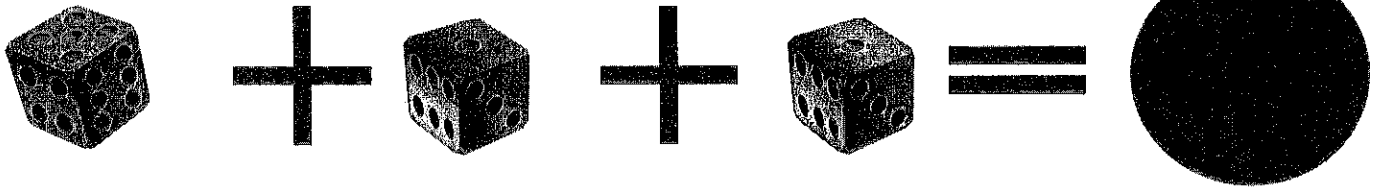
How to play:



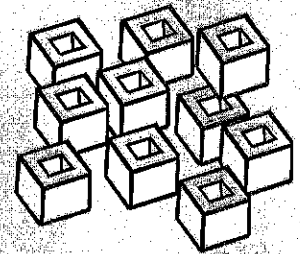
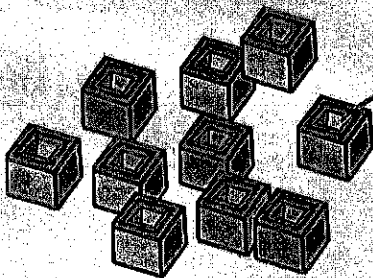
① Roll 3 dice.



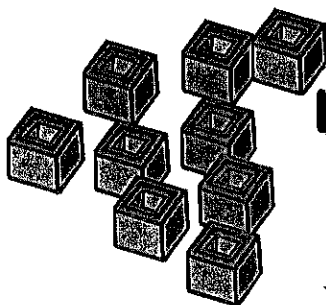
② Add the numbers together.



③ Place a linking cube on the playing mat to hold your space.

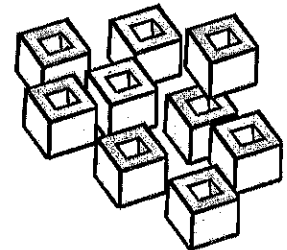
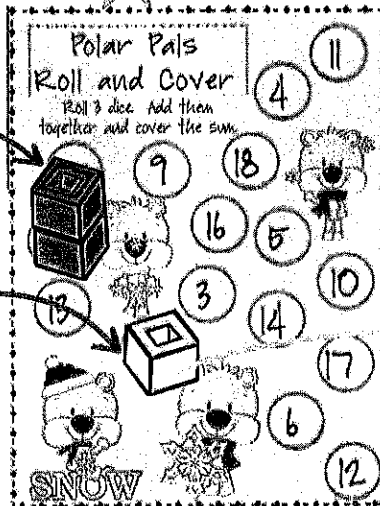


④ Take turns. You can **LOCK** your space or **BUMP** a friend who only has one cube. Win if you have 0 cubes left.



LOCK

BUMP



Polar Pals

Roll and Cover

Roll 3 dice. Add them together and cover the sum.

11

4

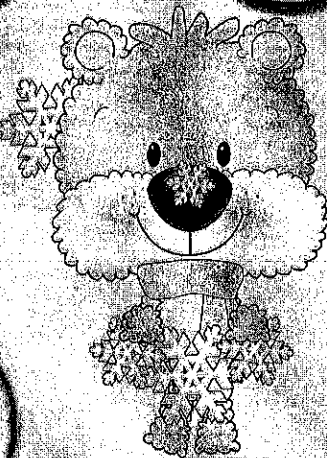
15

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18



8



16

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13

3

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7

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17



6

12

SNOW