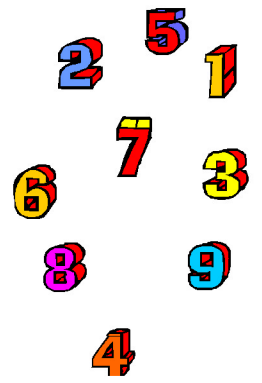


COVER ALL



NUMBER OF PLAYERS: 2

MATERIALS NEEDED: DICE, CRAYON (OR DRY ERASE MARKER) AND GAME GRIDS

1. CHOOSE WHICH OPERATION YOU ARE GOING TO USE: ADDITION, SUBTRACTION OR MULTIPLICATION.
2. THE FIRST PLAYER ROLLS THE DICE AND THEN COMPLETES THE PROBLEM.
3. HE OR SHE THEN COLORS IN THAT NUMBER OF SQUARES.

$$\text{EX: } 4 \times 3 = 12$$

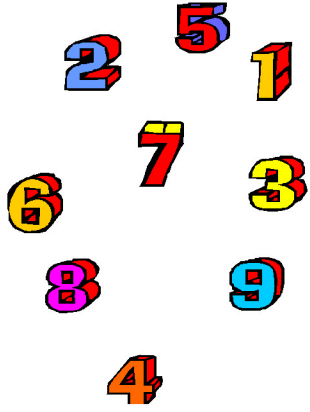
YOU WOULD FILL IN 12 SQUARES.

4. PLAYERS CONTINUE BACK AND FORTH.
5. THE FIRST PLAYER TO FILL IN ALL SQUARES WINS.

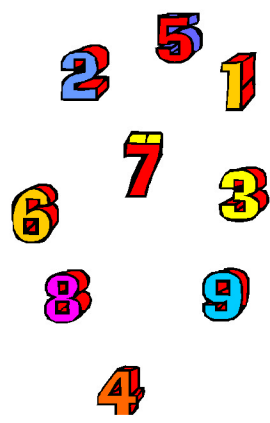
—STUDENTS CAN PLAY THREE ROUNDS.
THE ONE TO WIN THE BEST OF THREE WINS.—

- *USE THE 100 SQUARE GRID FOR FASTER GAMES.
- *THE 300 SQUARE GRID CAN BE USED FOR MULTIPLICATION OR LONGER ADDITION AND SUBTRACTION GAMES.





COVER ALL

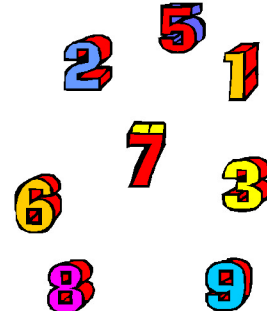
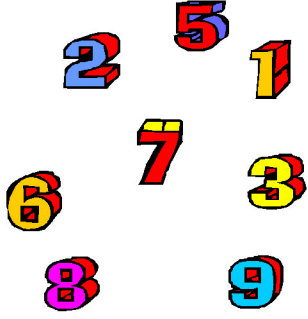


PLAYER #1



PLAYER #2

COVER ALL



ROLL THE DICE. ADD OR MULTIPLY AND COLOR THAT NUMBER OF SQUARES. BE THE FIRST TO FILL IN ALL SQUARES TO WIN.

