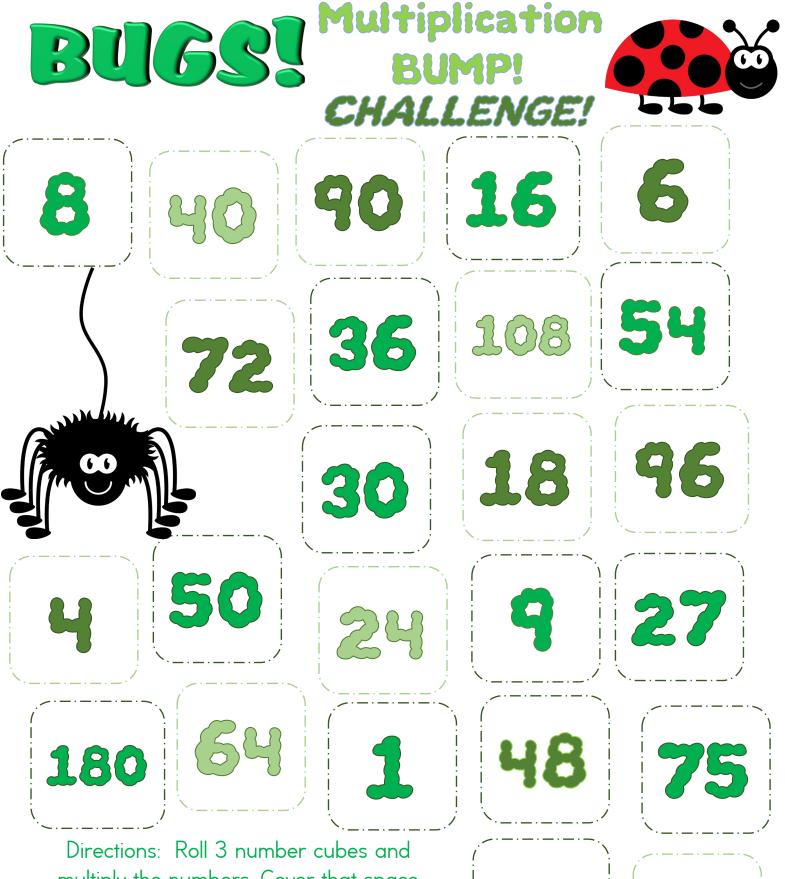


stacked markers, that space can't be bumped The first player to use all 10 of their markers first is the winner!

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multiply the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 of your own stacked markers, that space can't be bumped. The first player to use all 10 of their markers first is the winner!



Directions: Roll 3 number cubes and multiply the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 of your own stacked markers, that space can't be bumped. The first player to use all 10 of their markers first is the winner!

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6

125



multiply the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 of your own stacked markers, that space can't be bumped. The first player to use all 10 of their markers first is the winner!



