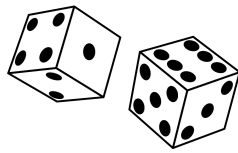


12	11	10	9	8	7
6	5	4	3	2	1

Wipe out!



Wipe out!

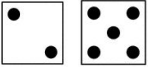
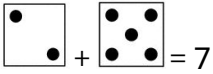
1	2	3	4	5	6
7	8	9	10	11	12

WIPEOUT!

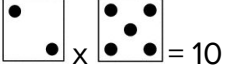
MATERIALS NEEDED:

- 1-2 players
- Game board (or paper and pencil)
- Dice (2-3)
- 24 place markers (coins, found items)

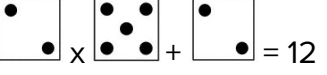
HOW TO PLAY:

- Each player will take turns rolling two (2) dice 
- The roller can choose to add the two numbers on the dice together to find the sum, or to subtract one from another to find the difference  = 7
- Students will then use a place marker to cover that space
- It is then the next player's turn
- The object of the game is to cover every space on the chart. The first person to do so is the winner

JUNIOR EXTENSION:

- Students follow the same rules as above, but are able to use addition, subtraction, multiplication, and division in their answers  = 10

INTERMEDIATE EXTENSION:

- Students follow the same rules as above, but are able to roll three (3) dice each time, and use multiple operations  = 12
- To make the game more competitive, students could find as many possible solutions from one roll before ending their turn.

OVERALL EXPECTATIONS: Solve problems involving the addition and subtraction of single-digit whole numbers, using a variety of strategies.

SPECIFIC EXPECTATIONS: solve problems involving the addition and subtraction of single-digit whole numbers, using a variety of mental strategies (e.g., one more than, one less than, counting on, counting back, doubles);