



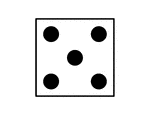
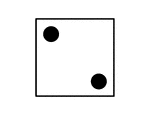
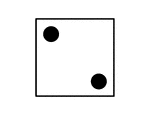
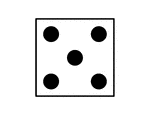
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| --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 |

**W i p e o u t !**

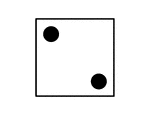
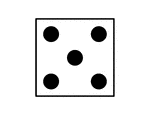
**Materials needed:**

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

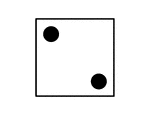
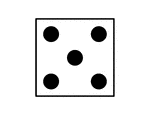
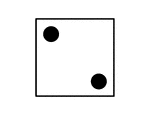
**How to Play:**

* 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 x= 10

**Intermediate Extension:**

* Students follow the same rules as above, but are able to roll three (3) dice each time, and use multiple operations x+= 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);