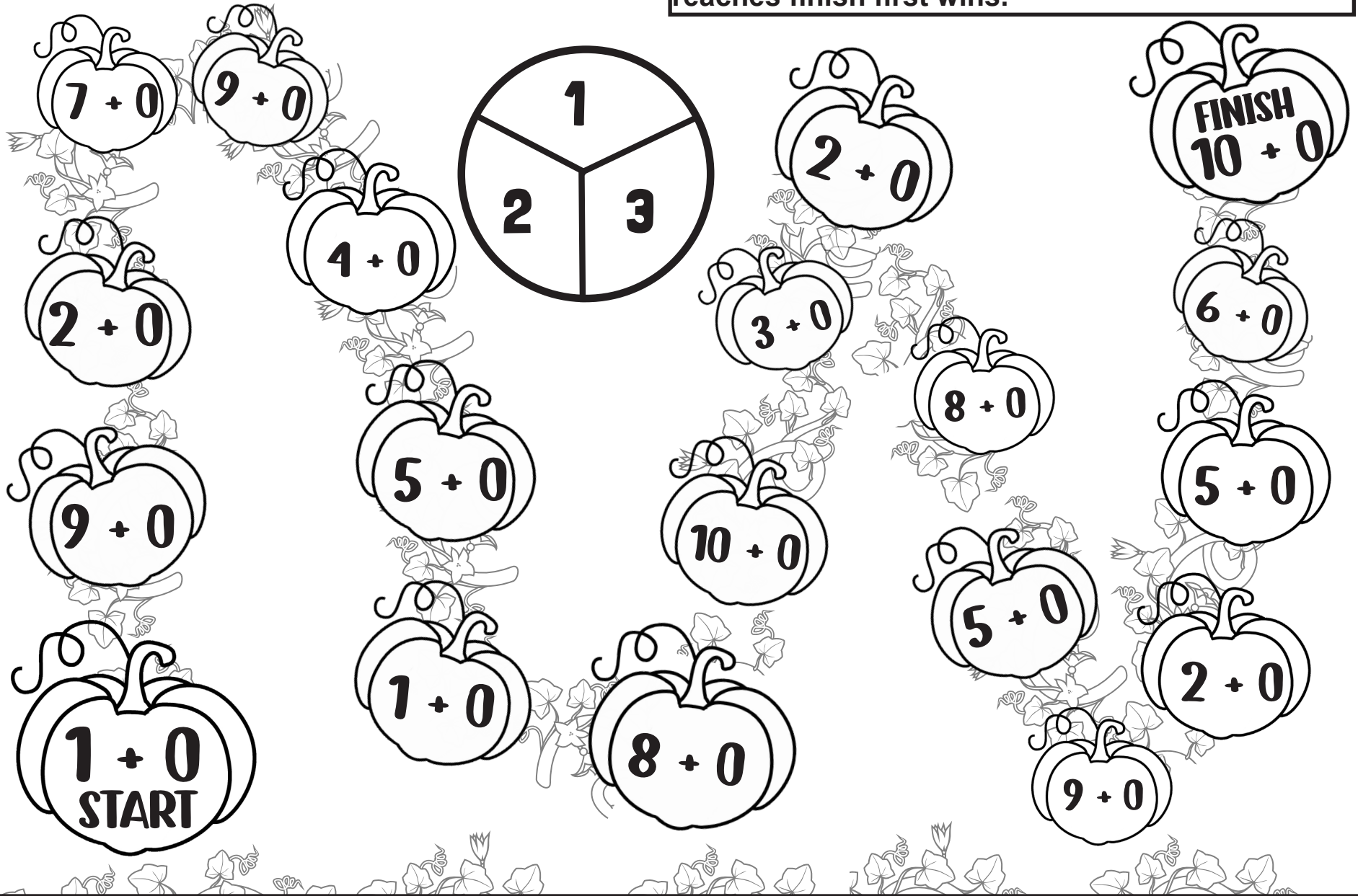


PUMPKIN PATCH

ADDING 0

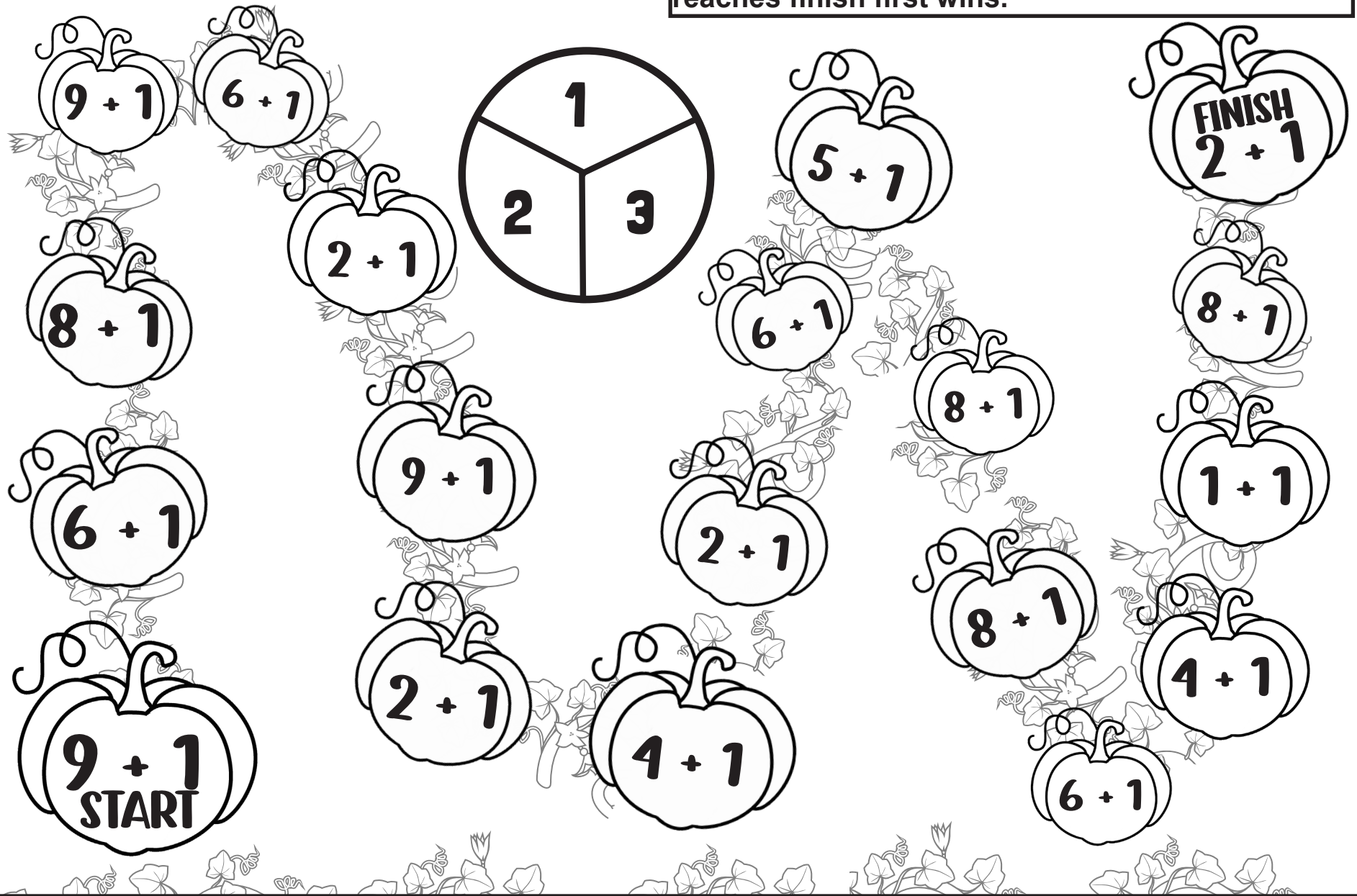
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

ADDING 1

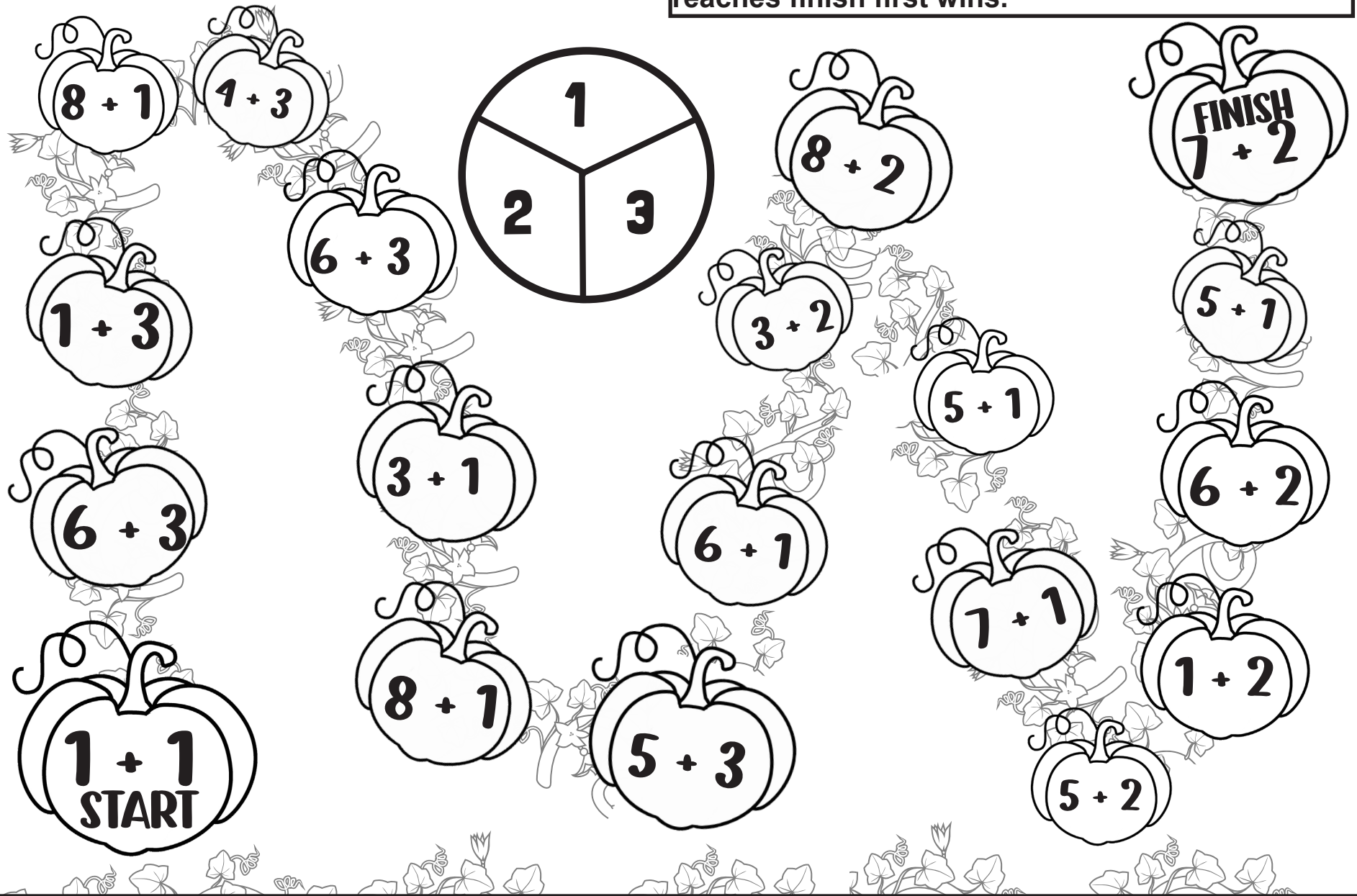
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

COUNTING ON

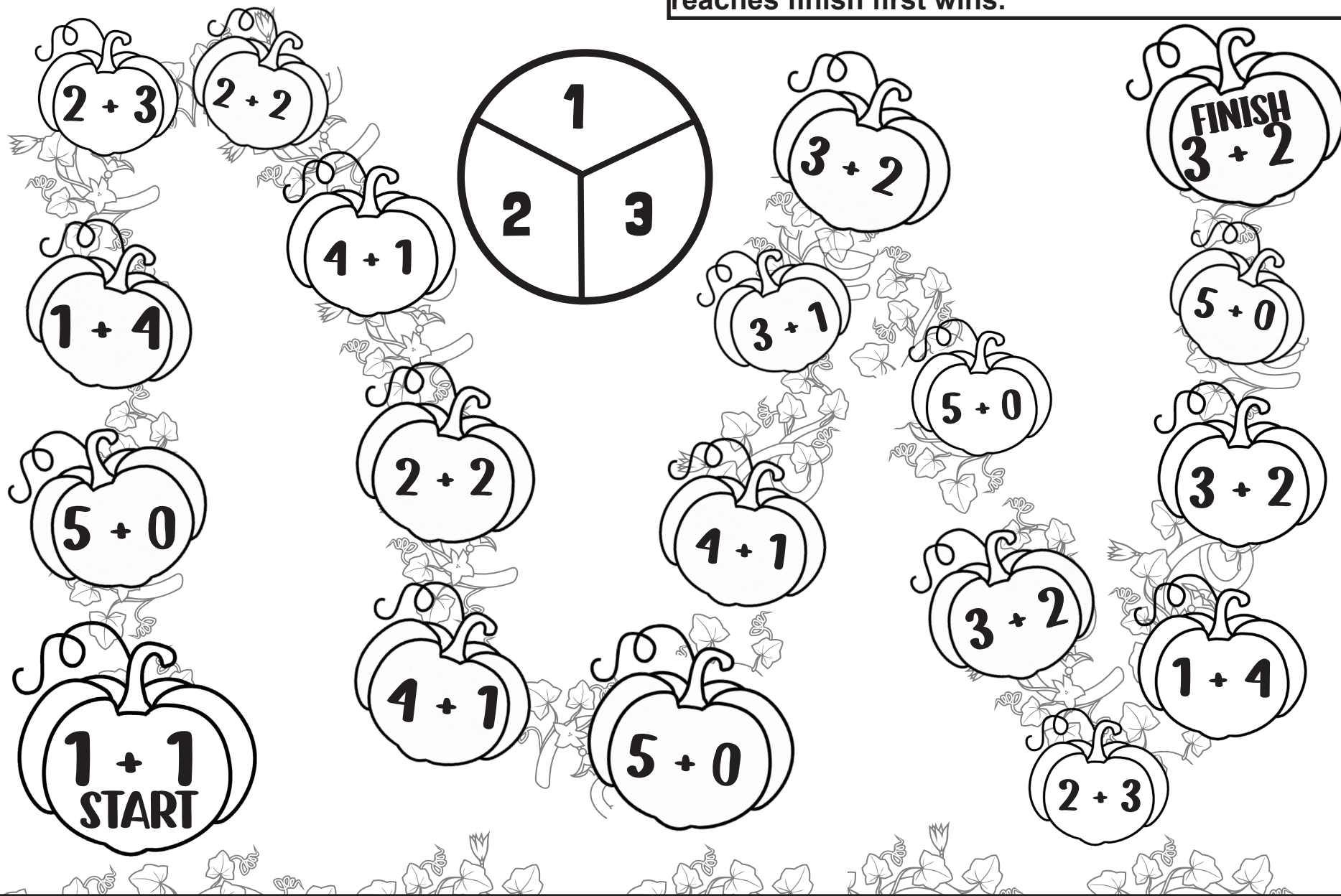
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

ADDING WITHIN 5

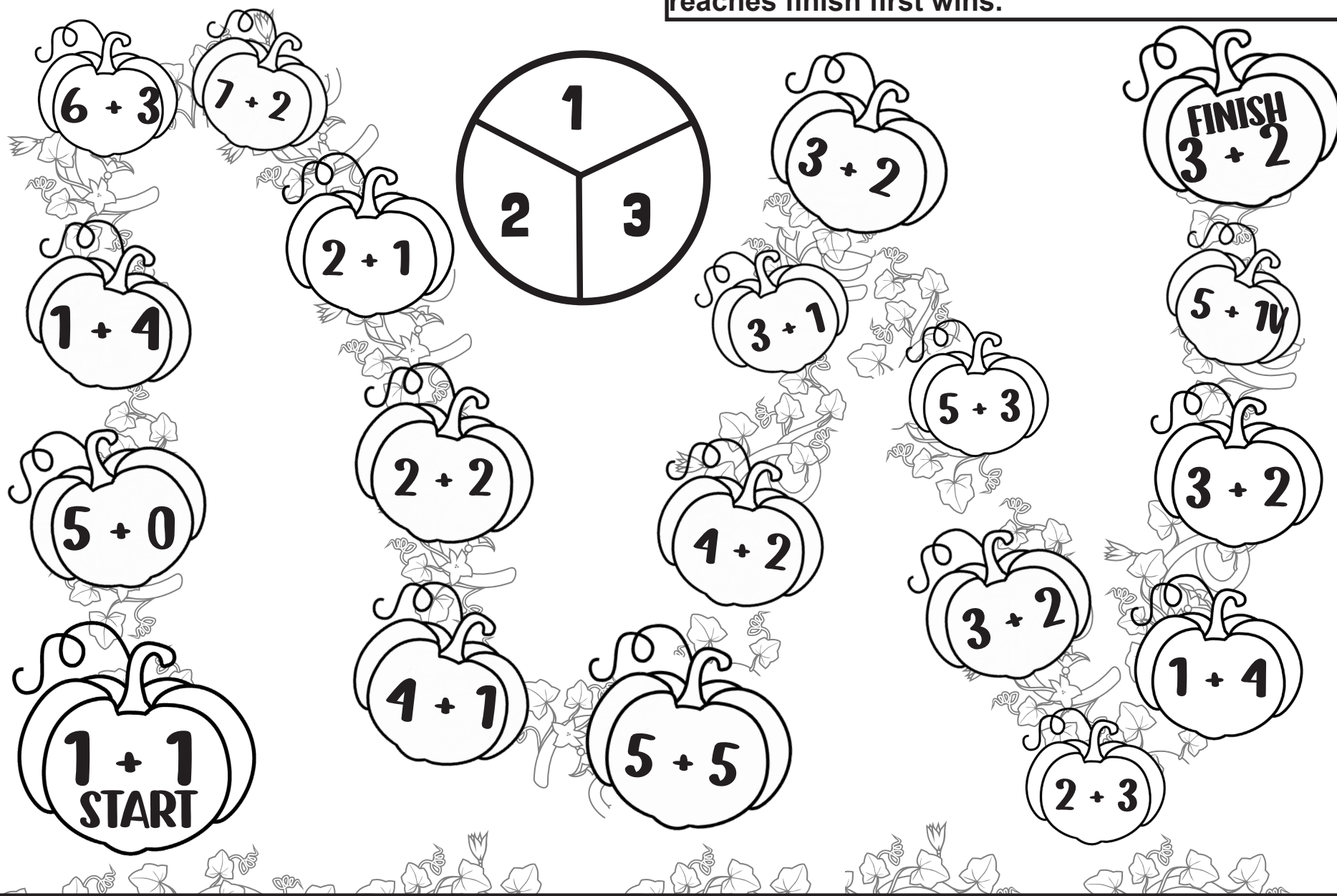
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

ADDING WITHIN 10

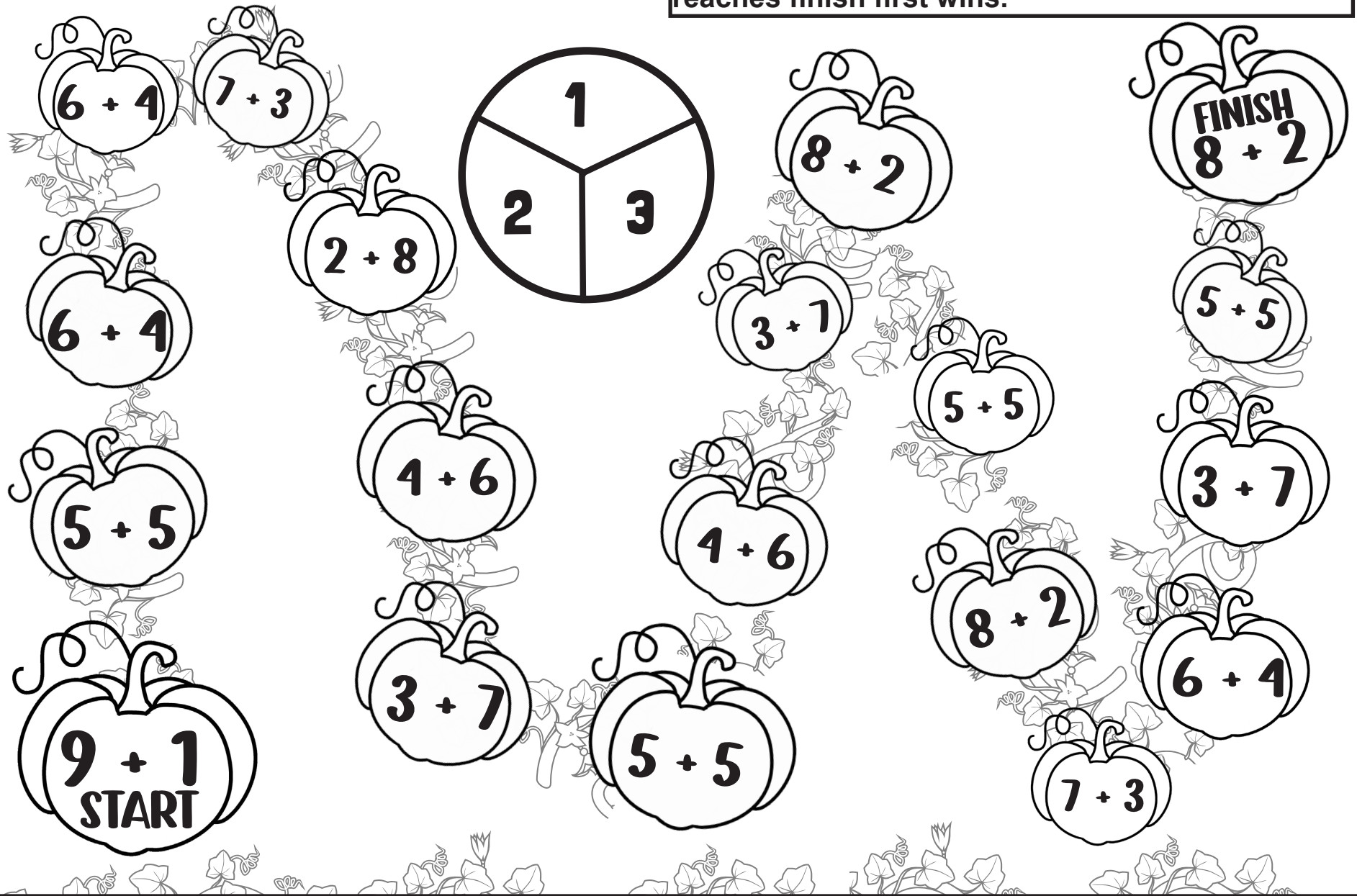
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MAKE 10

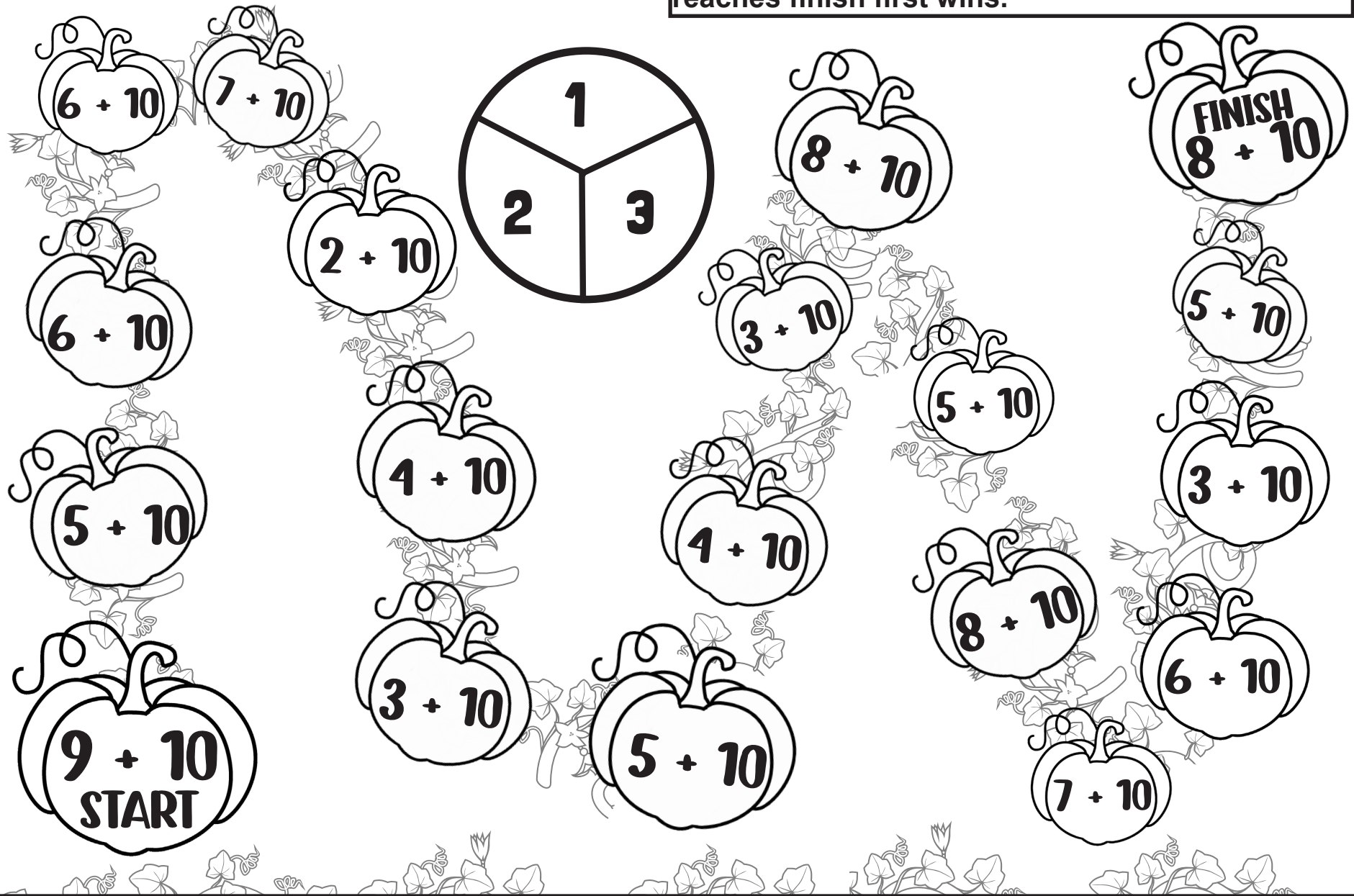
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

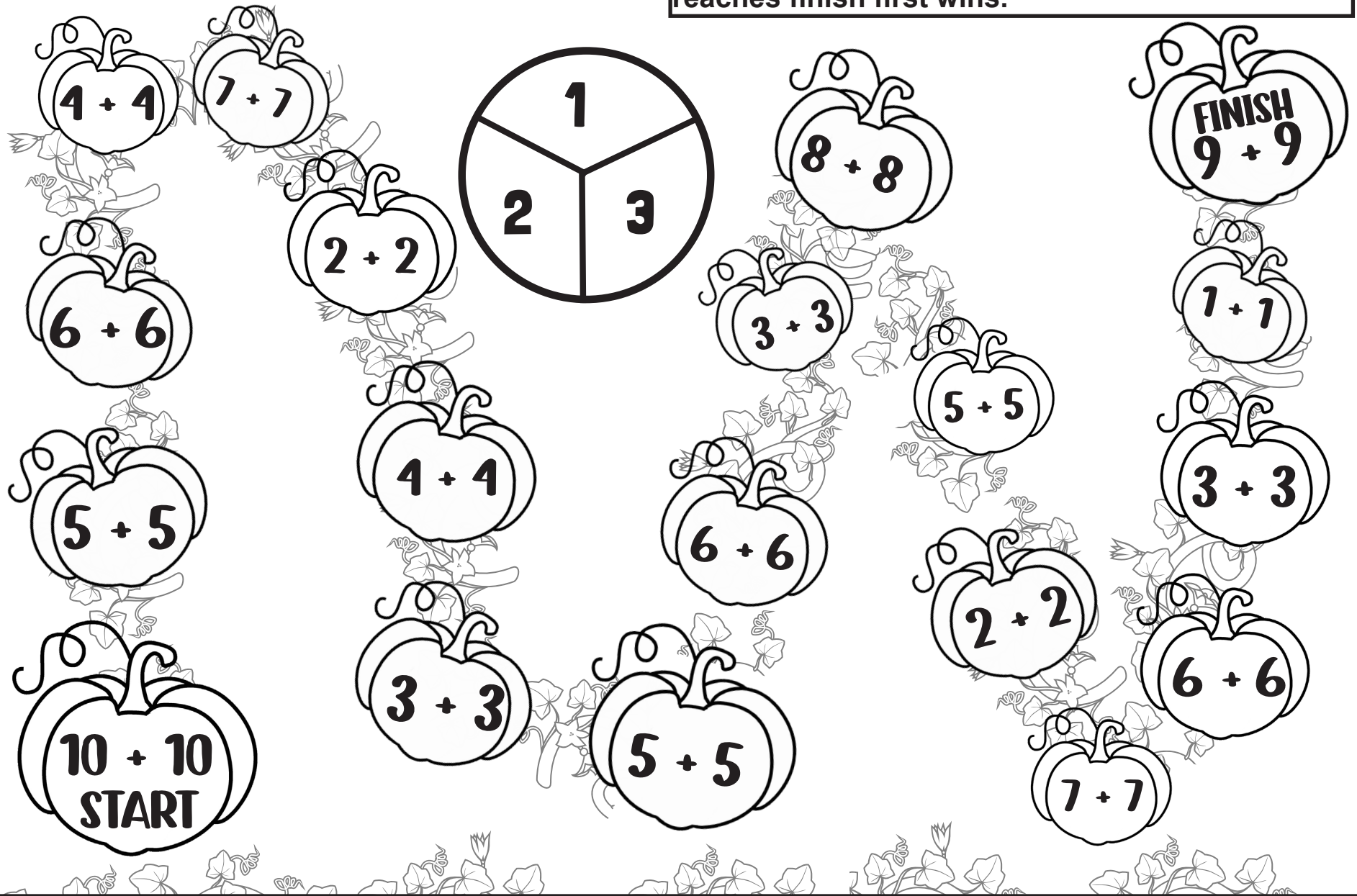
ADD 10

Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



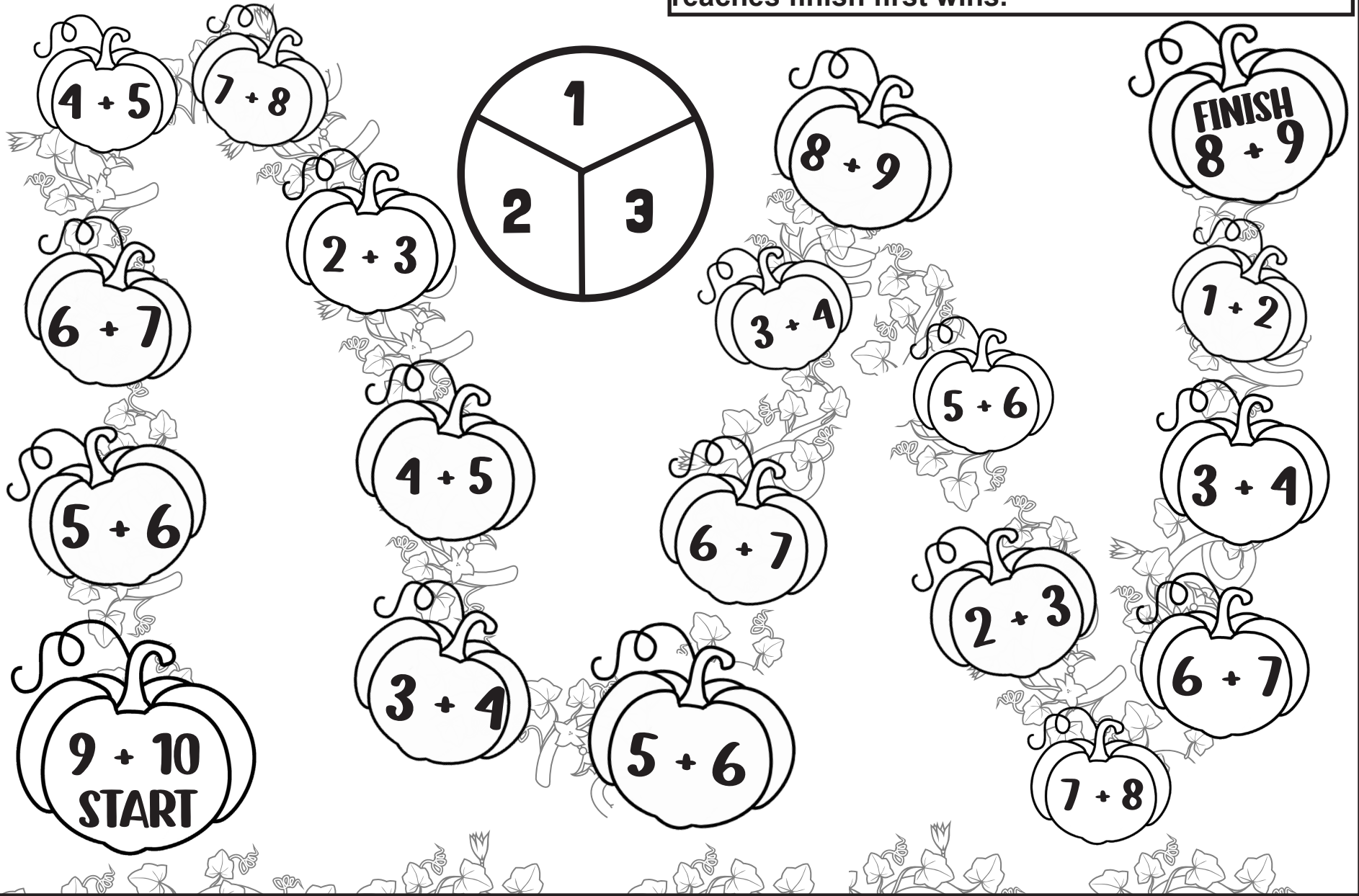
PUMPKIN PATCH DOUBLES

Play rock, paper and scissors to see who starts.
Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH DOUBLES PLUS 1

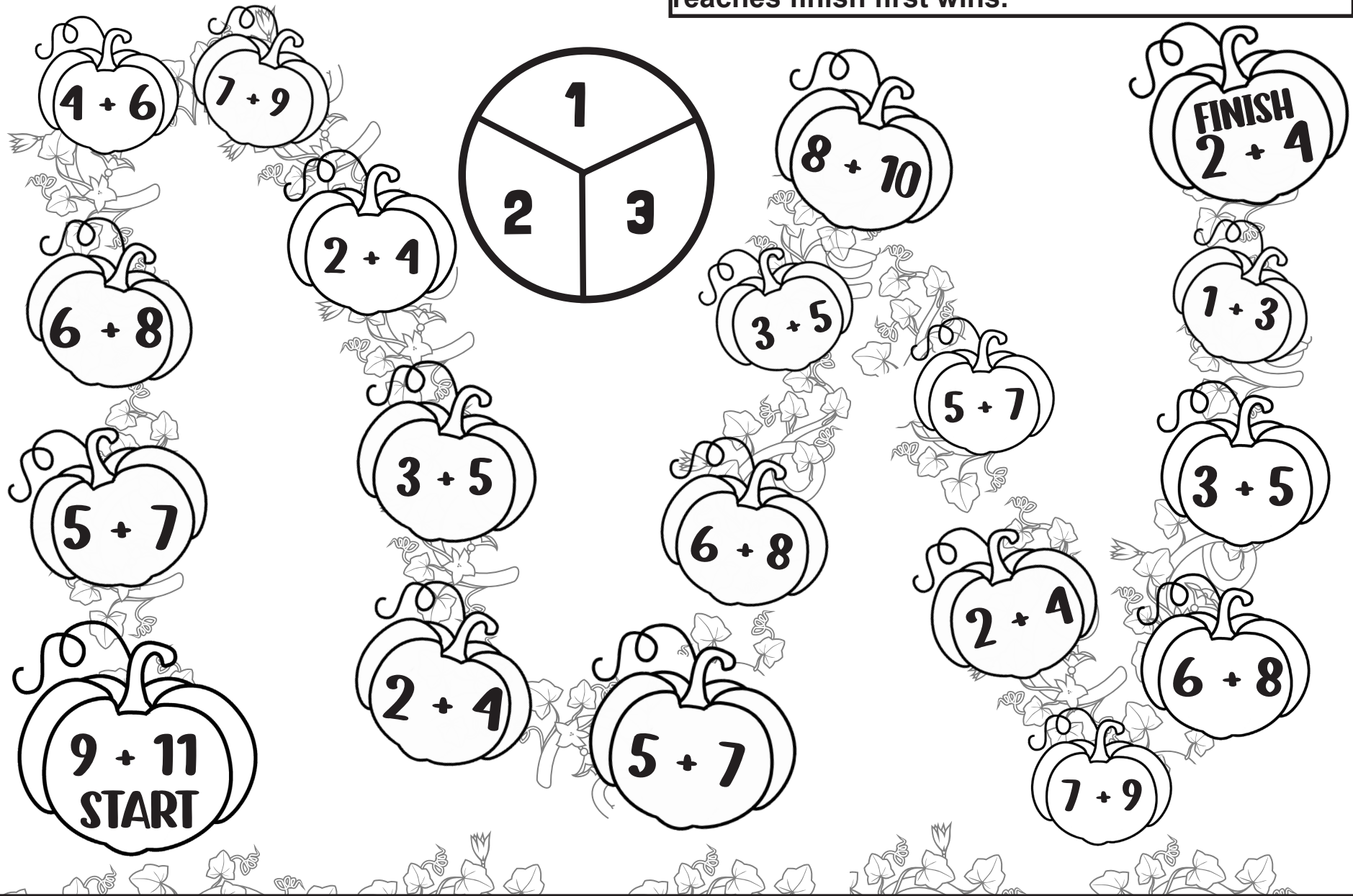
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

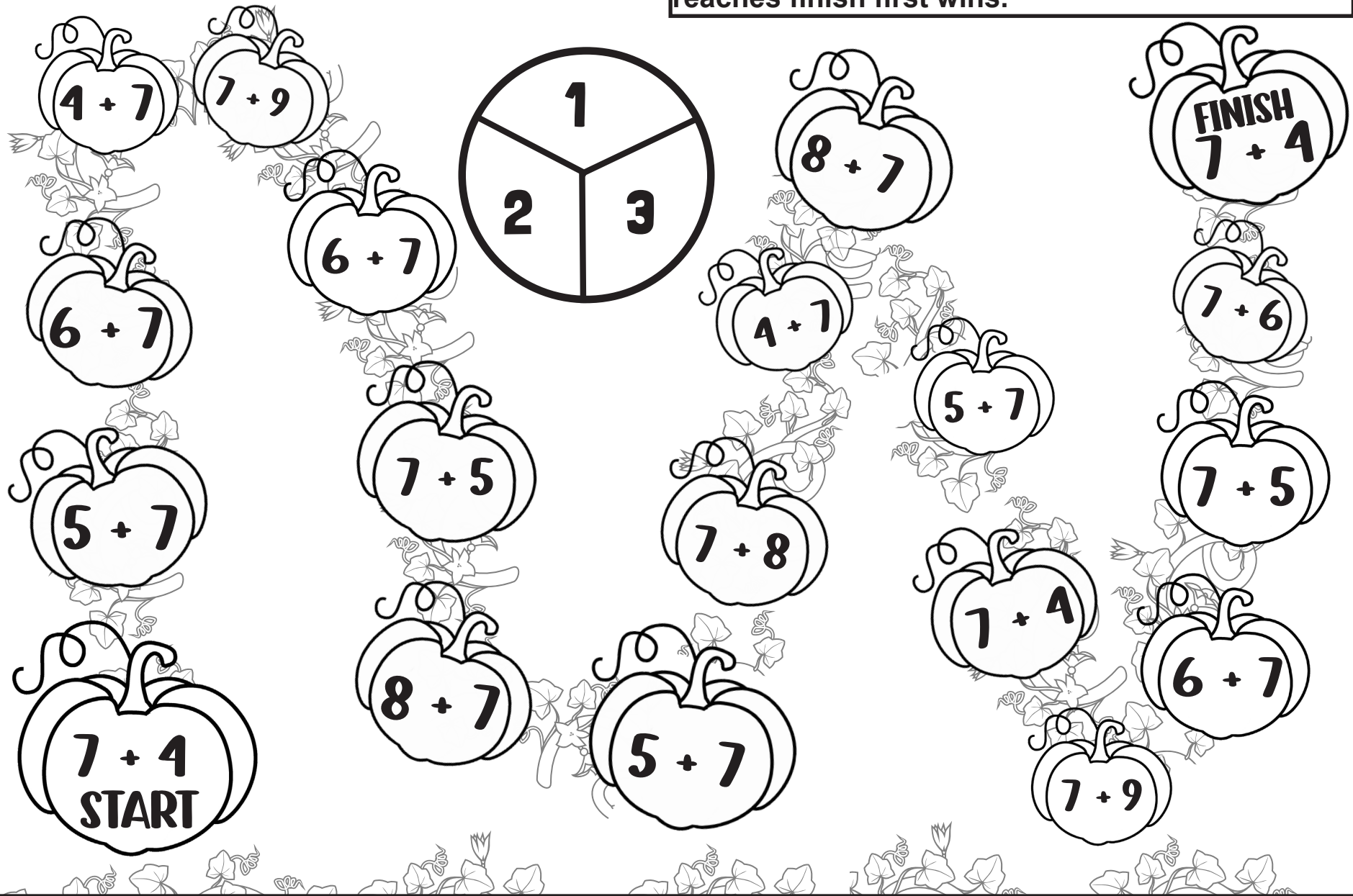
DOUBLES PLUS 2

Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH BRIDGE 7

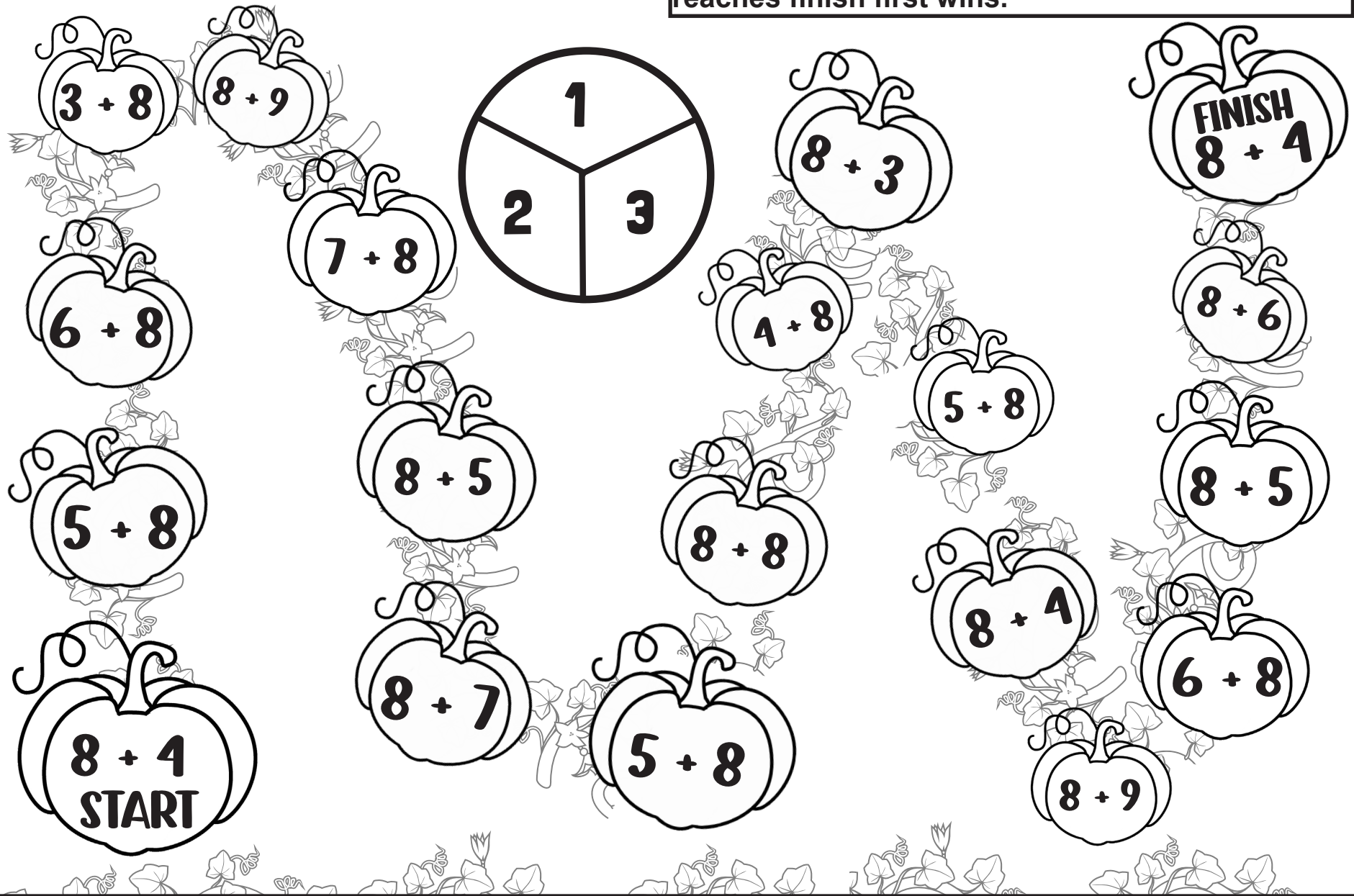
Play rock, paper and scissors to see who starts.
Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

BRIDGE 8

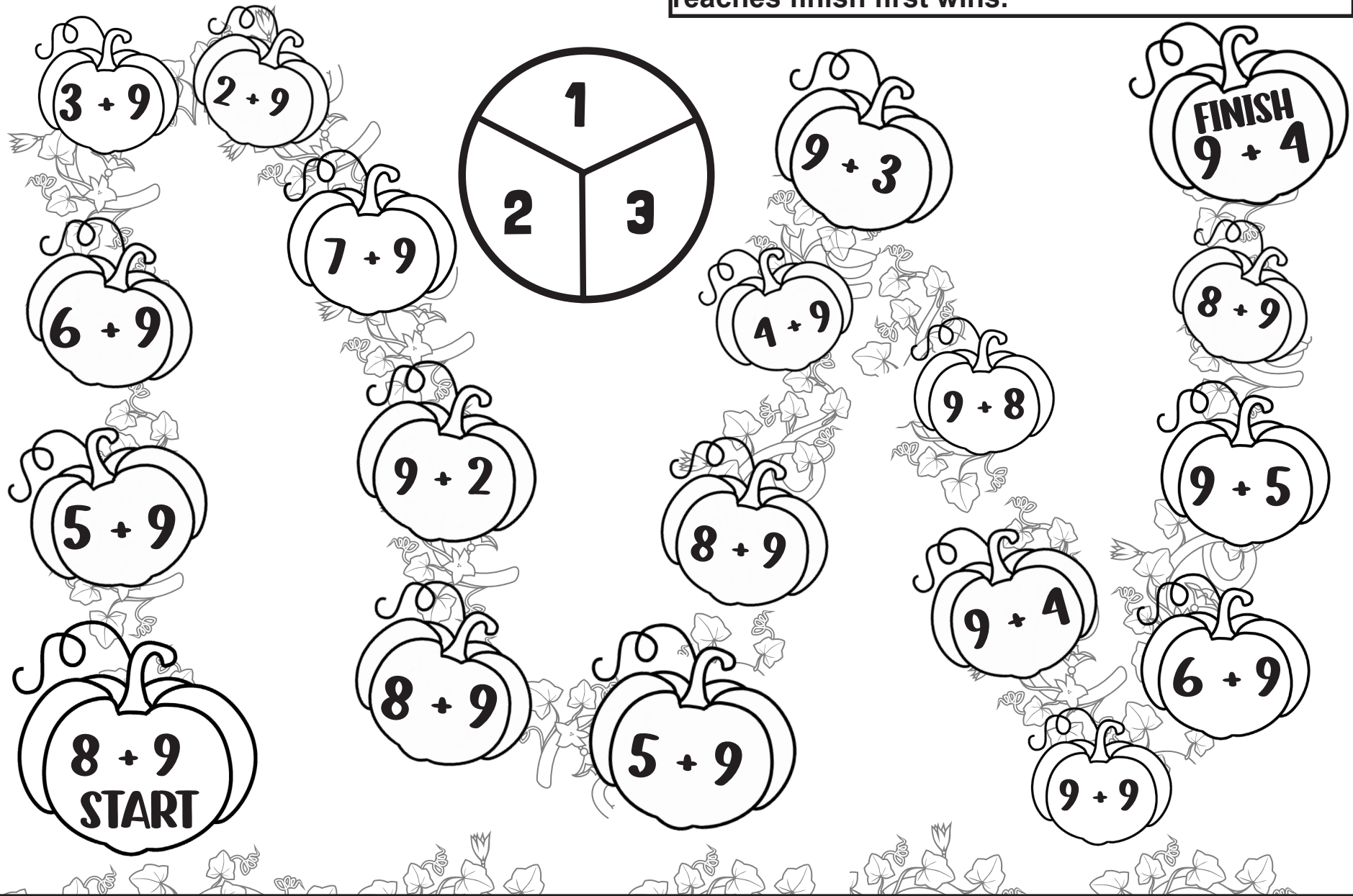
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

BRIDGE 9

Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MAKE 20

Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.

