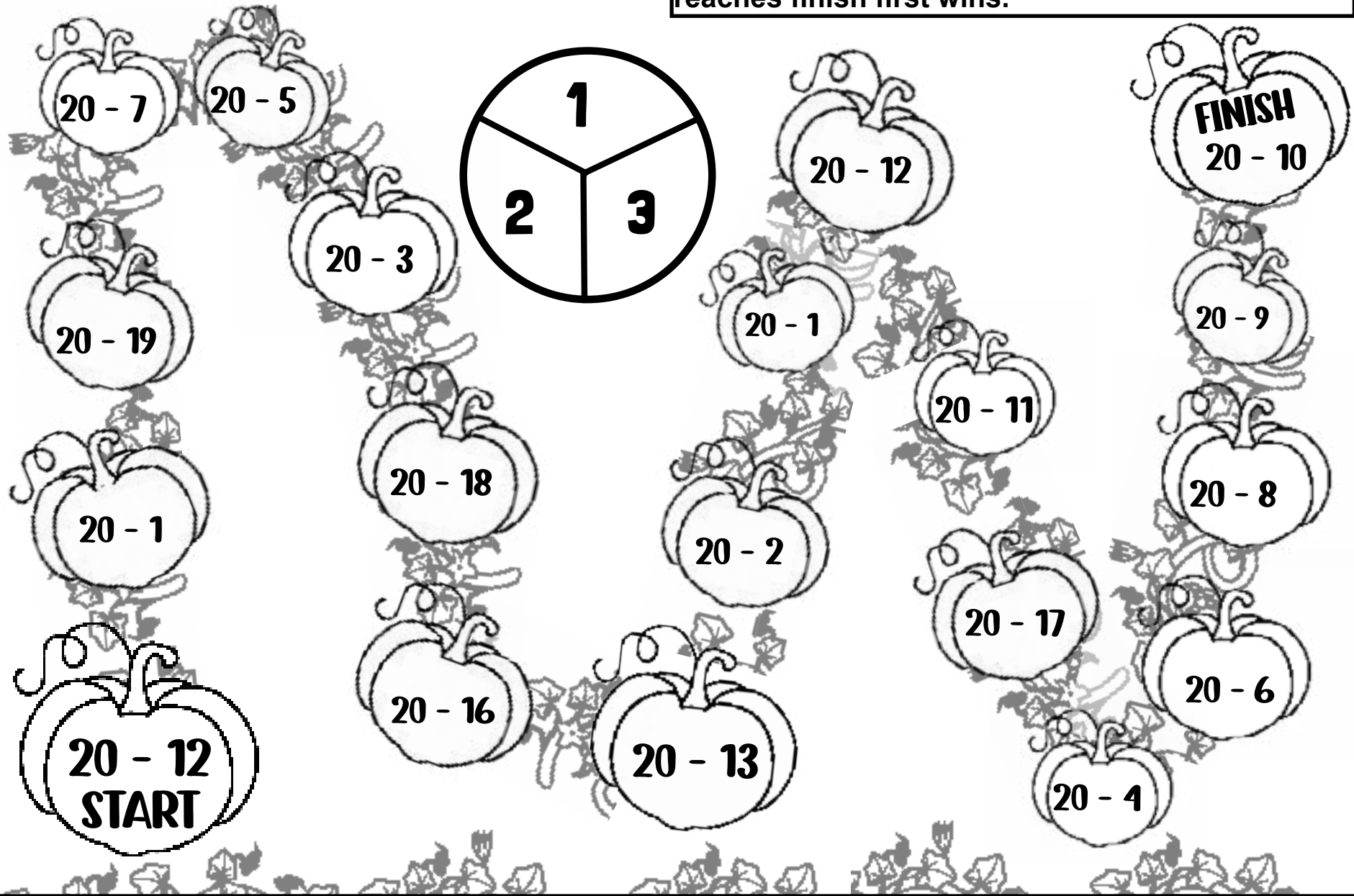


# PUMPKIN PATCH

## SUBTRACTING FROM 20

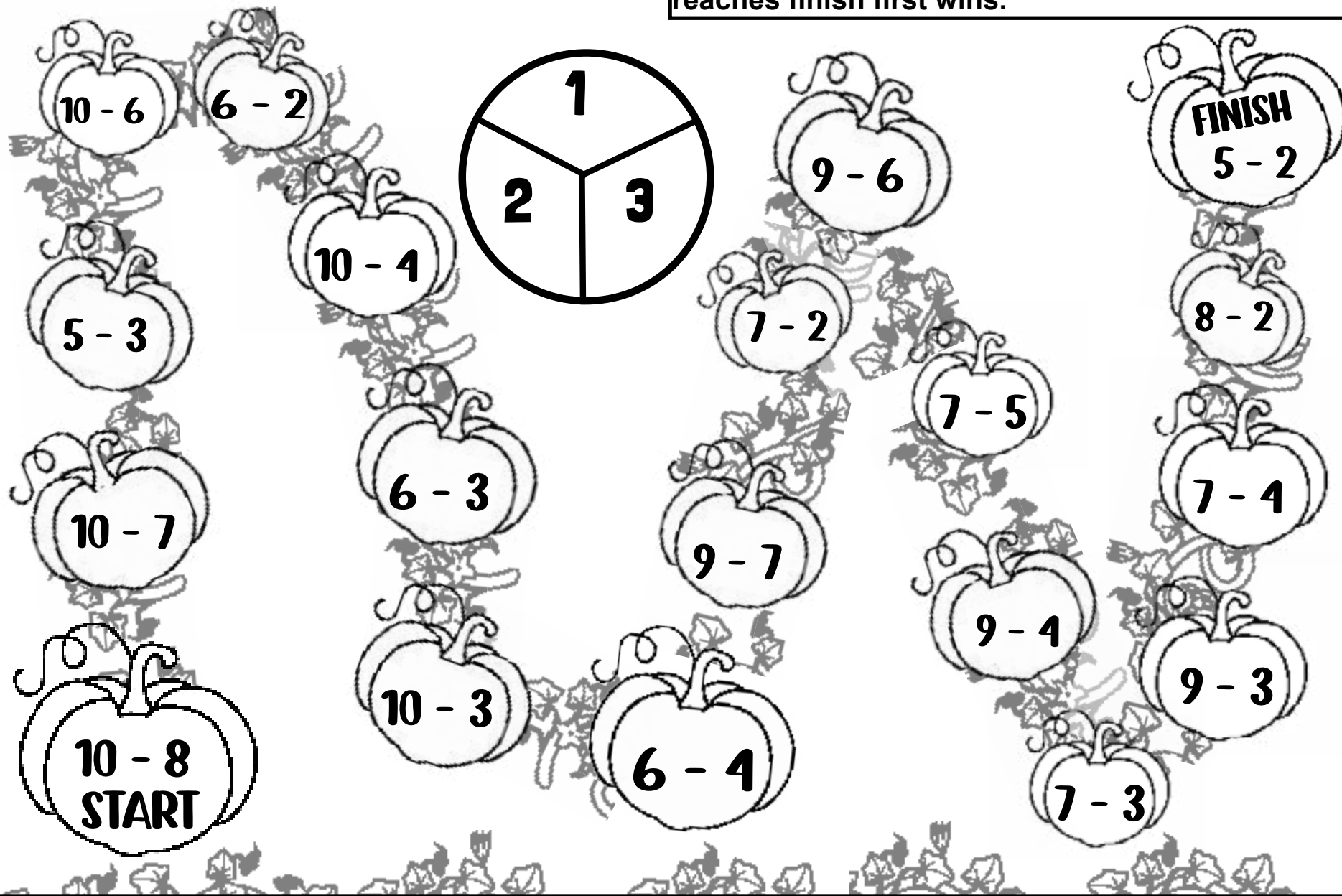
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## SUBTRACTING WITHIN 10

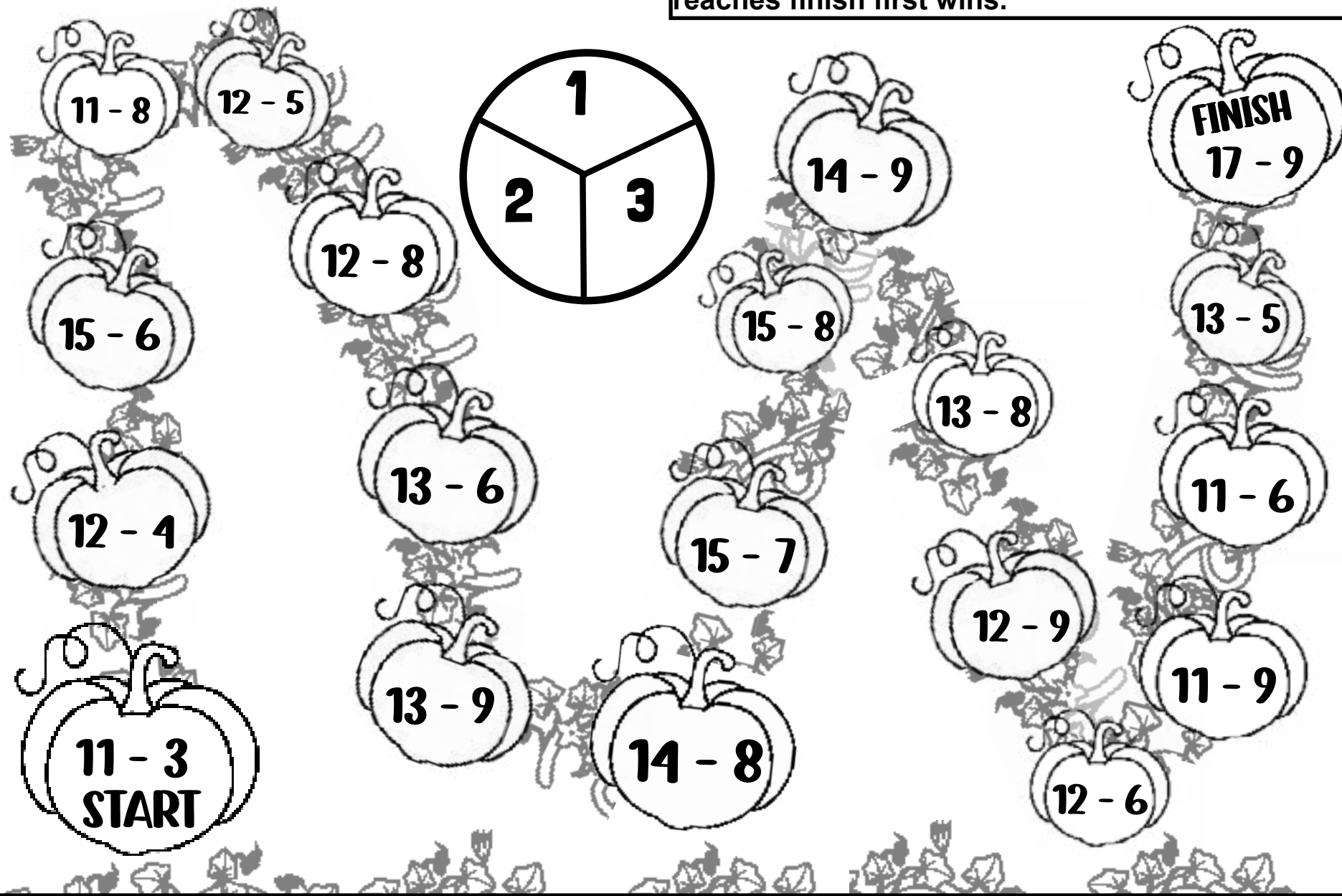
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## BRIDGING 10

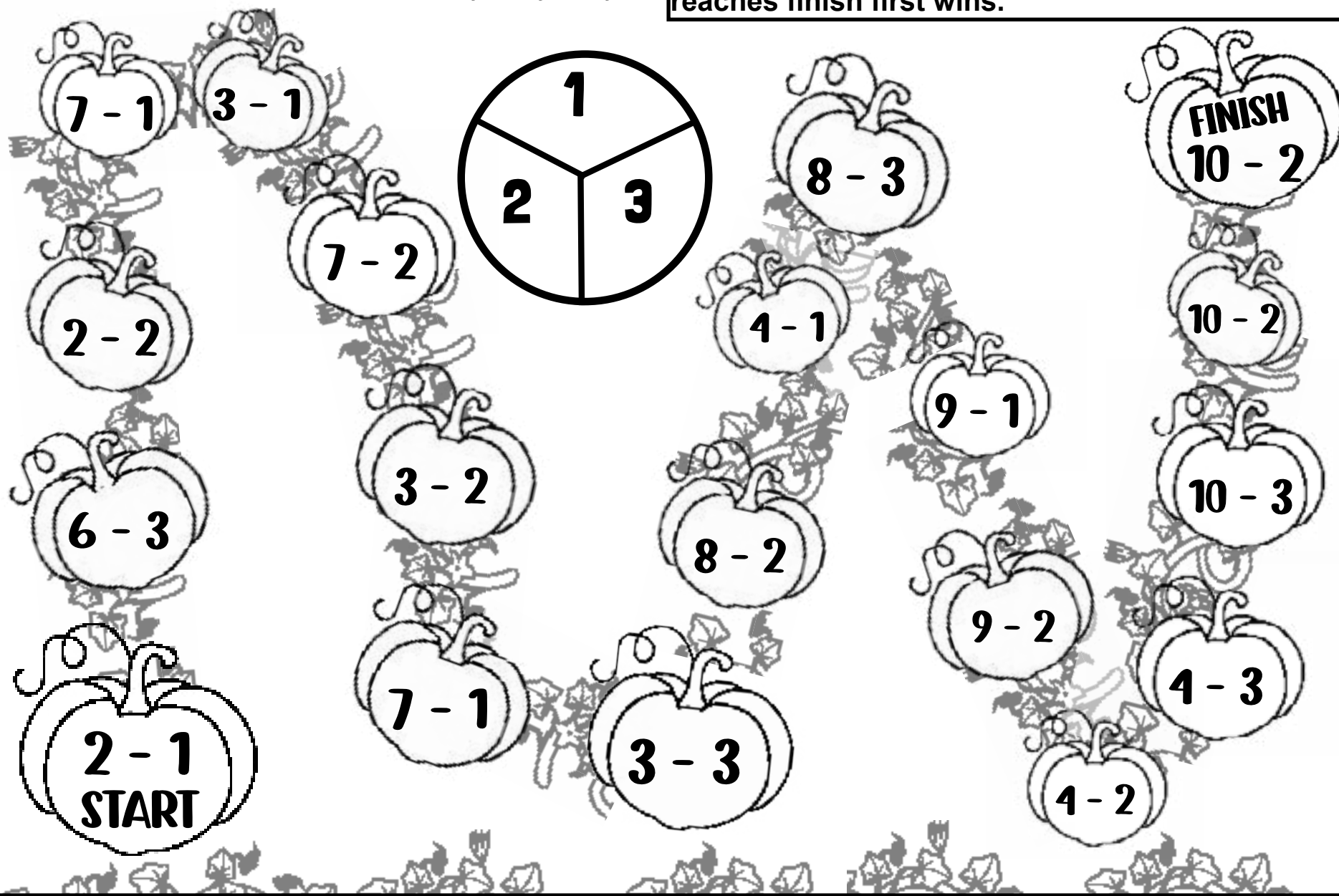
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## COUNTING BACK (1, 2, 3.)

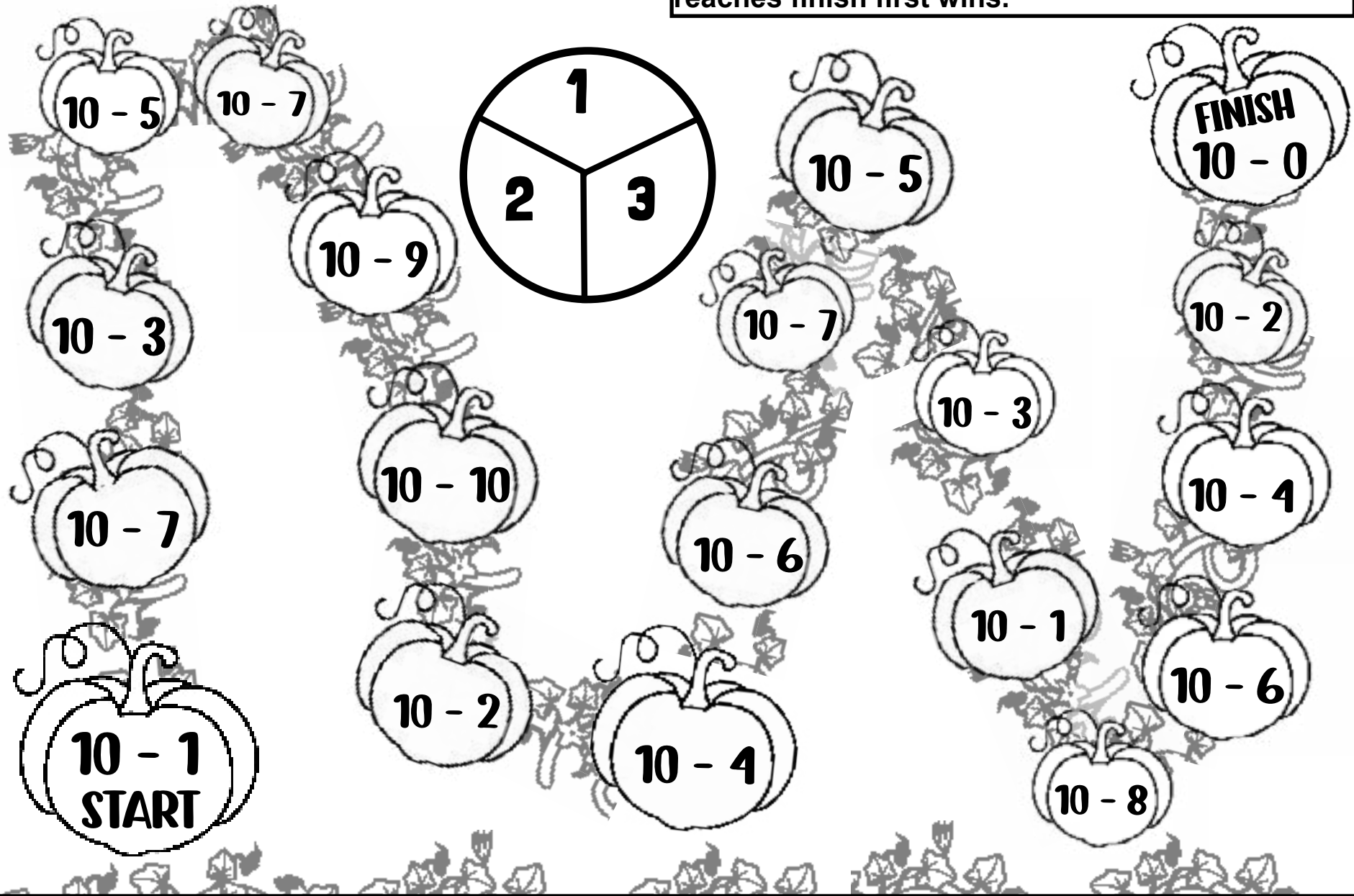
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## SUBTRACTING FROM 10

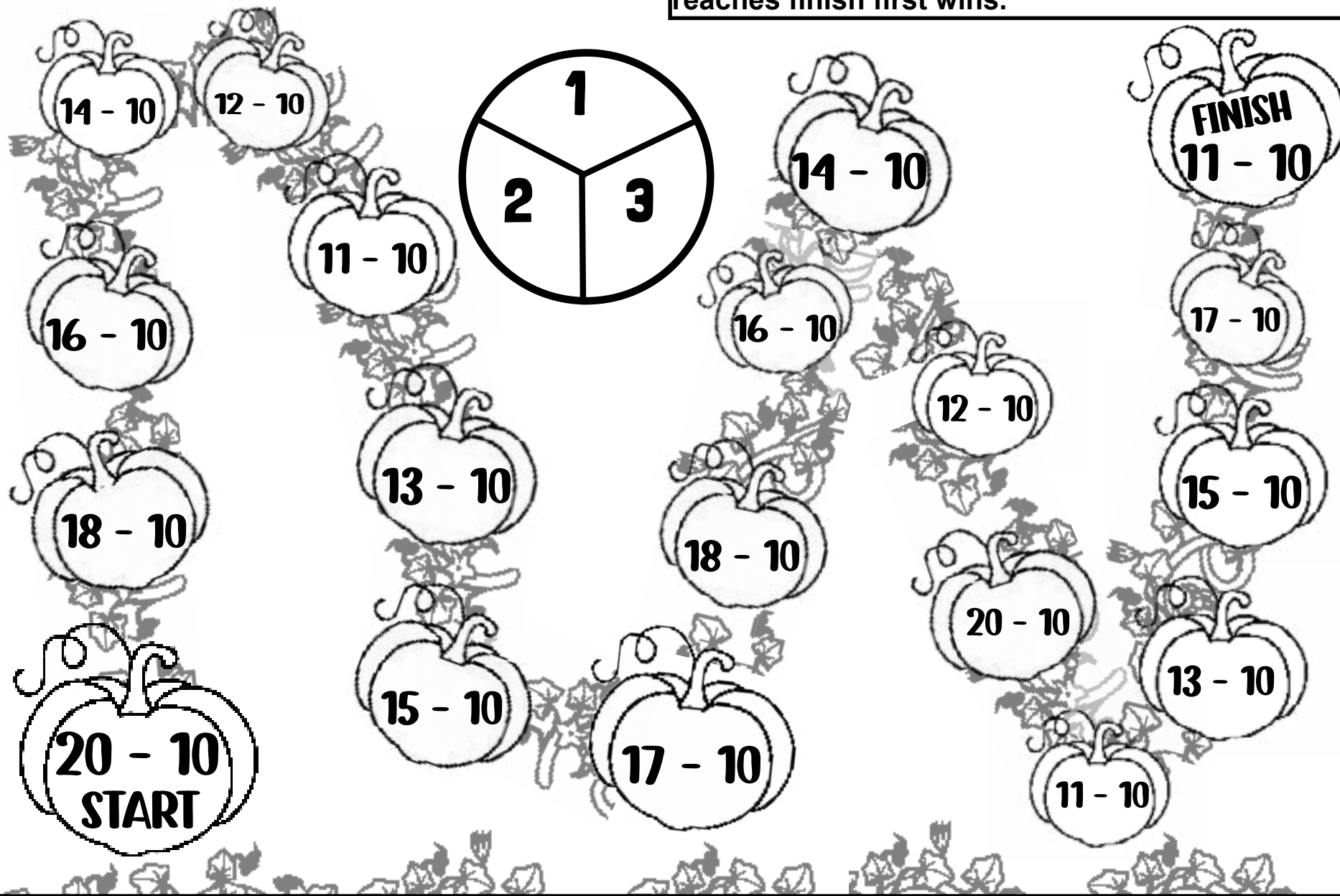
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## SUBTRACTING 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.

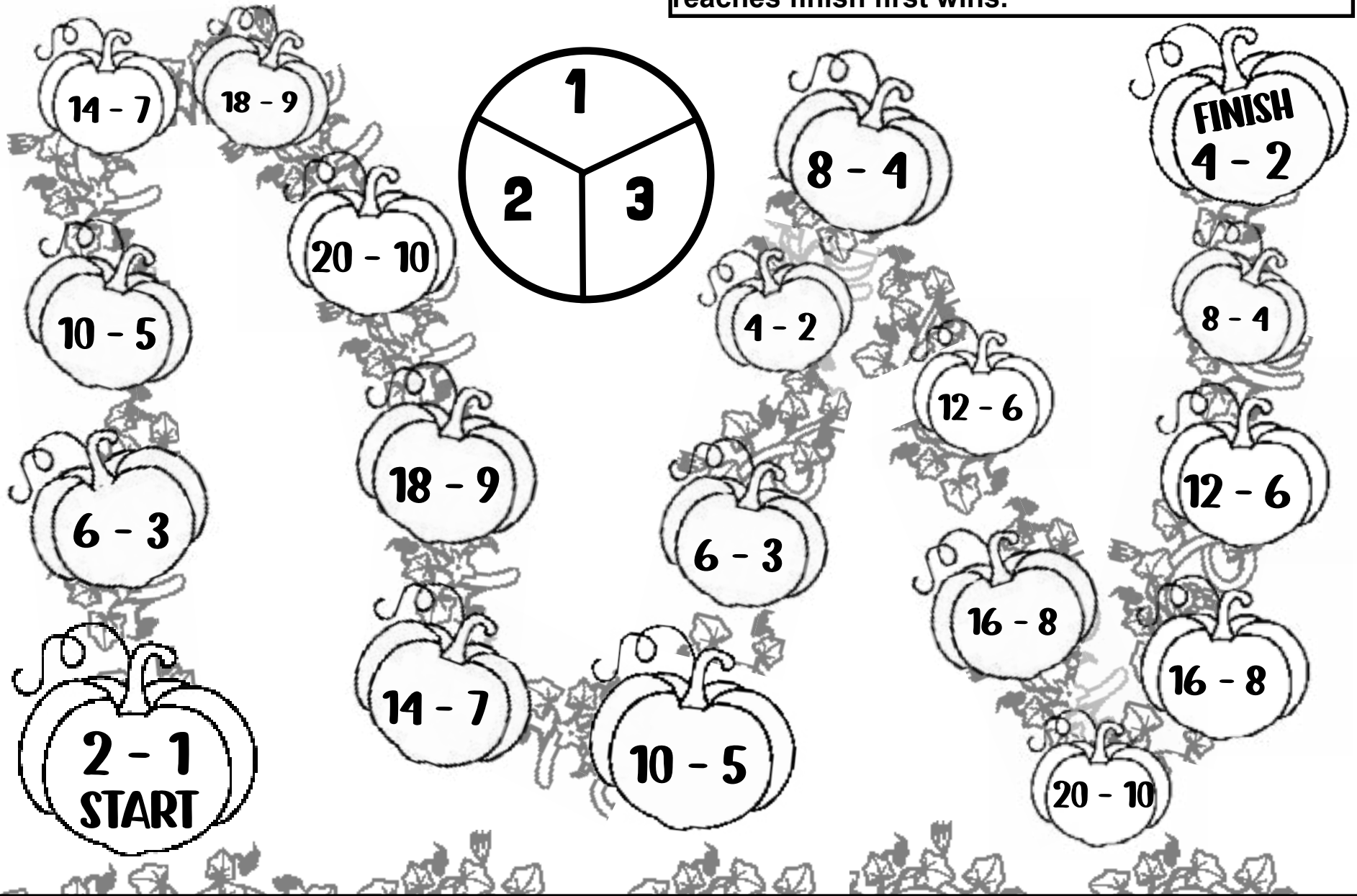




# PUMPKIN PATCH

## HALF FACTS

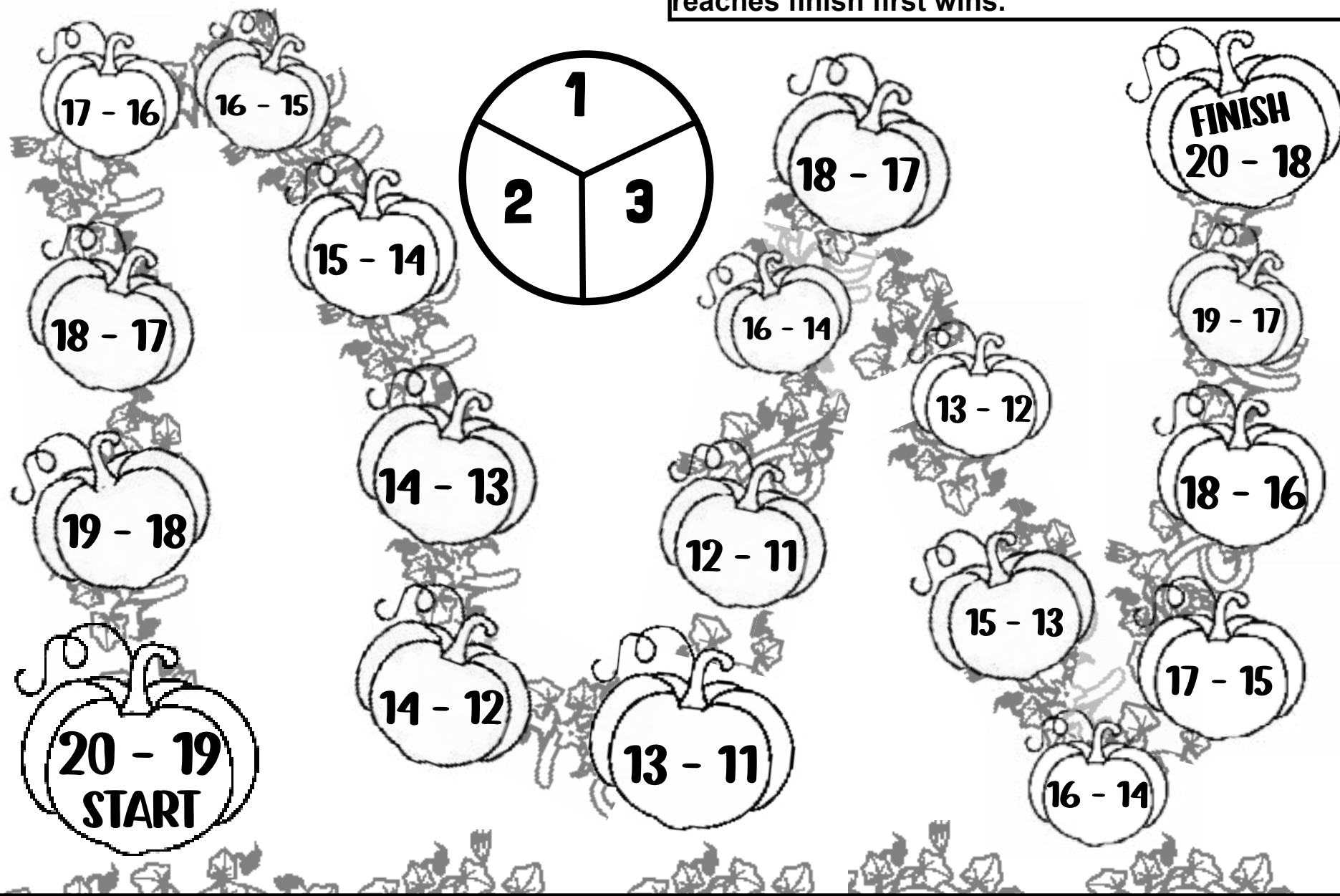
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

SUBTRACTING NEIGHBOR NUMBERS THROUGH 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.

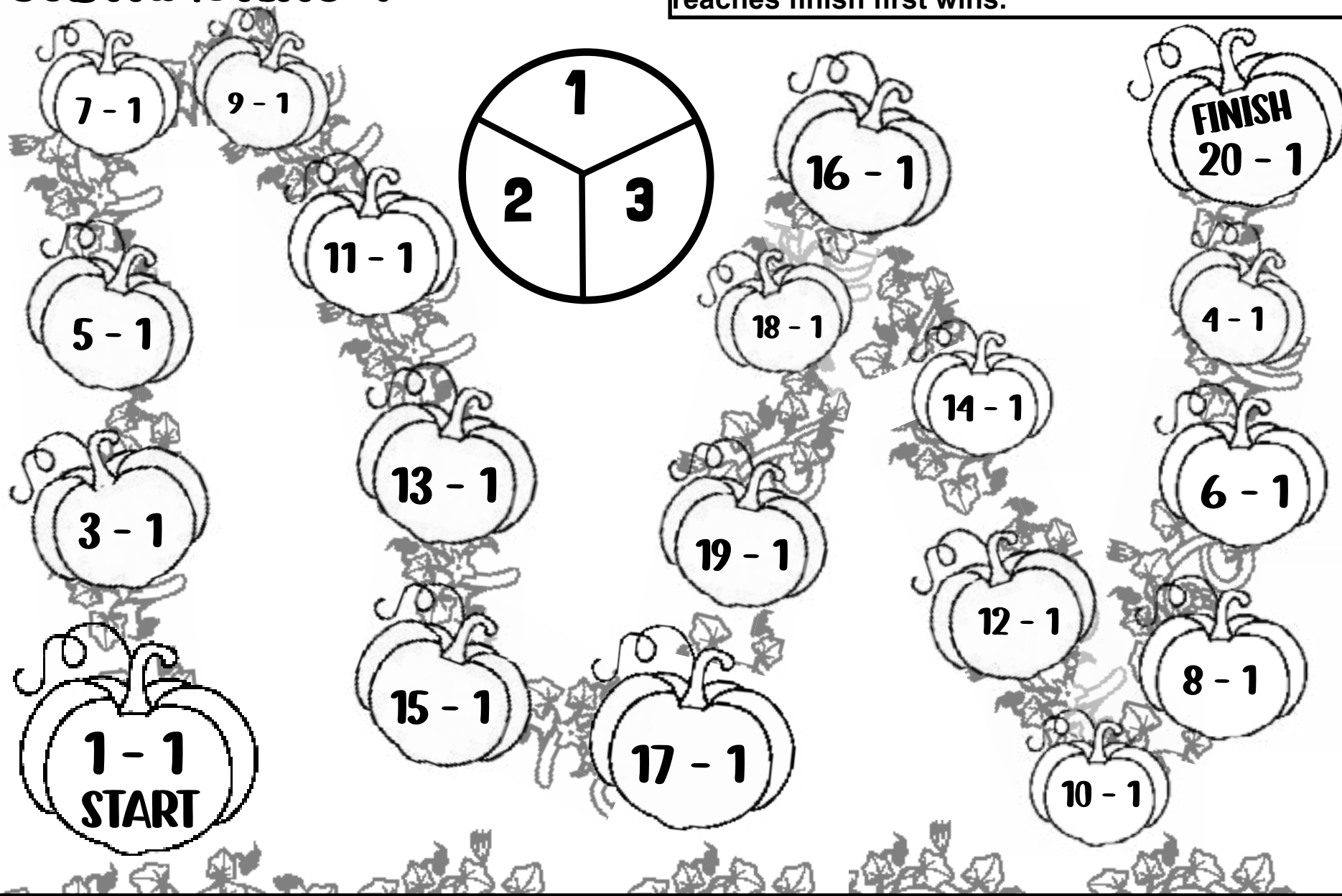




# PUMPKIN PATCH

## SUBTRACTING 1

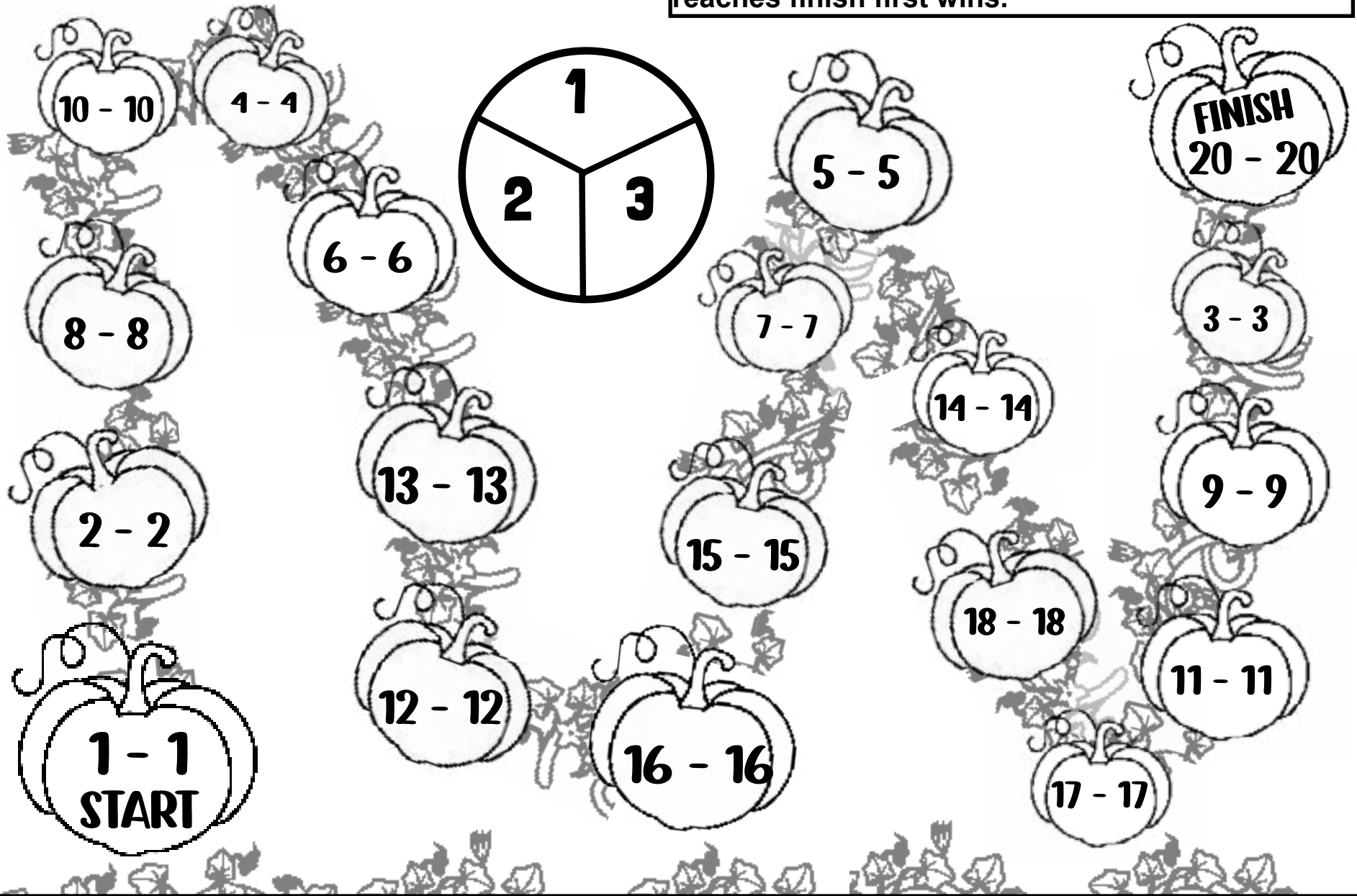
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## SUBTRACTING A NUMBER FROM ITSELF

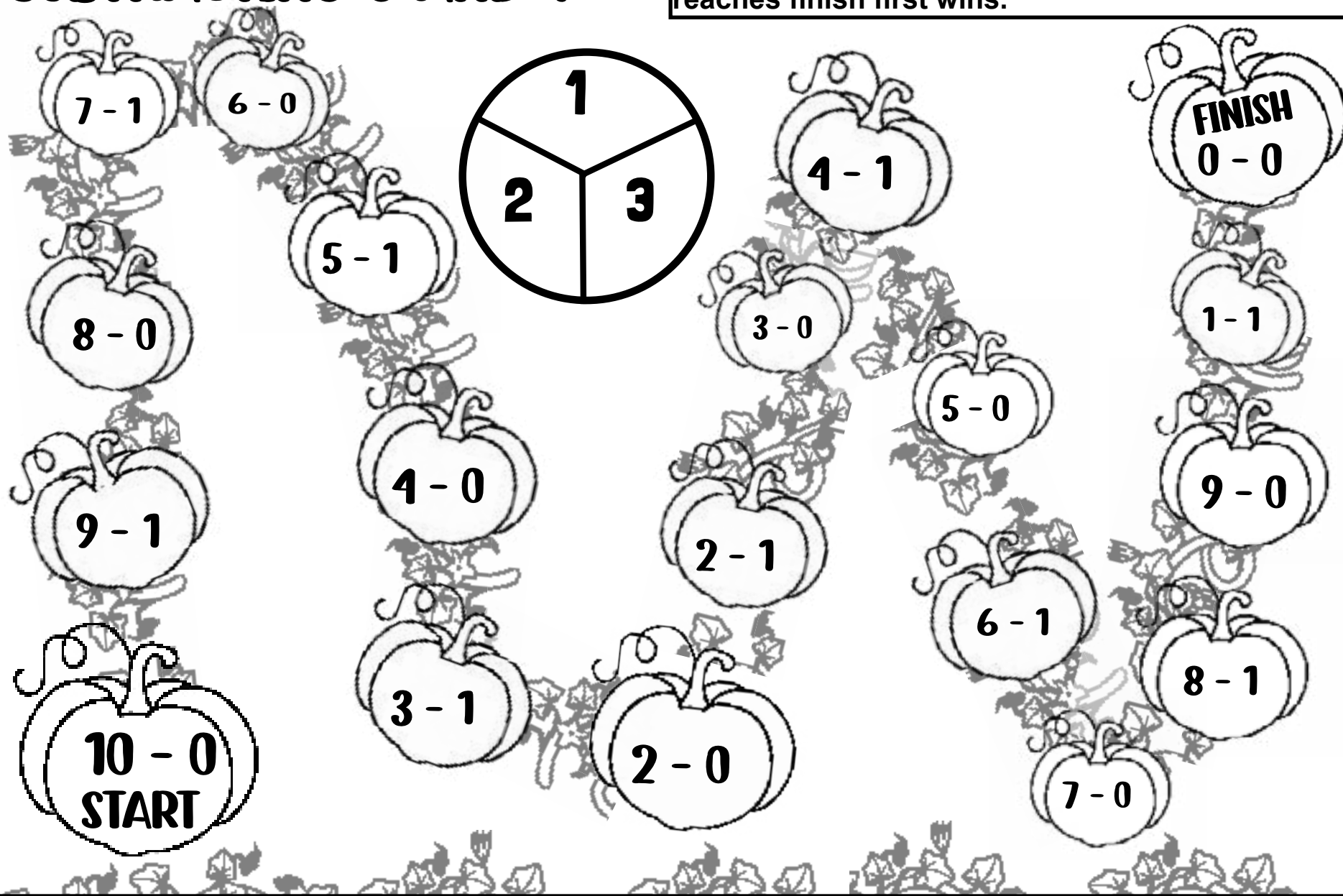
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



# PUMPKIN PATCH

## SUBTRACTING 0 AND 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

SUBTRACTING NEIGHBOR NUMBERS THROUGH 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.

