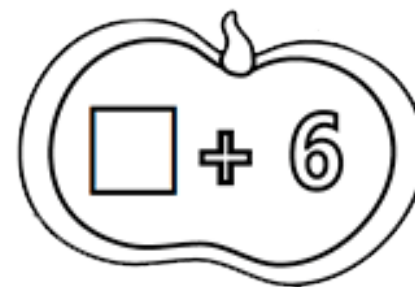
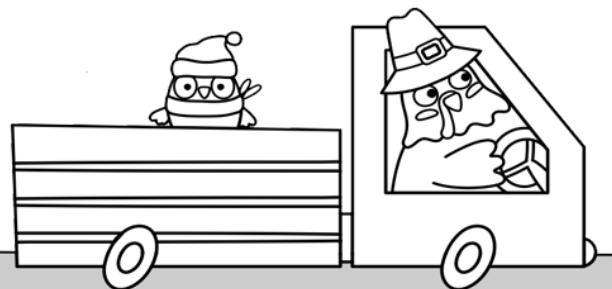
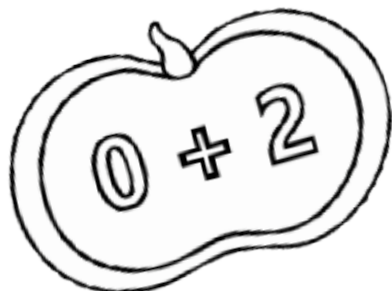
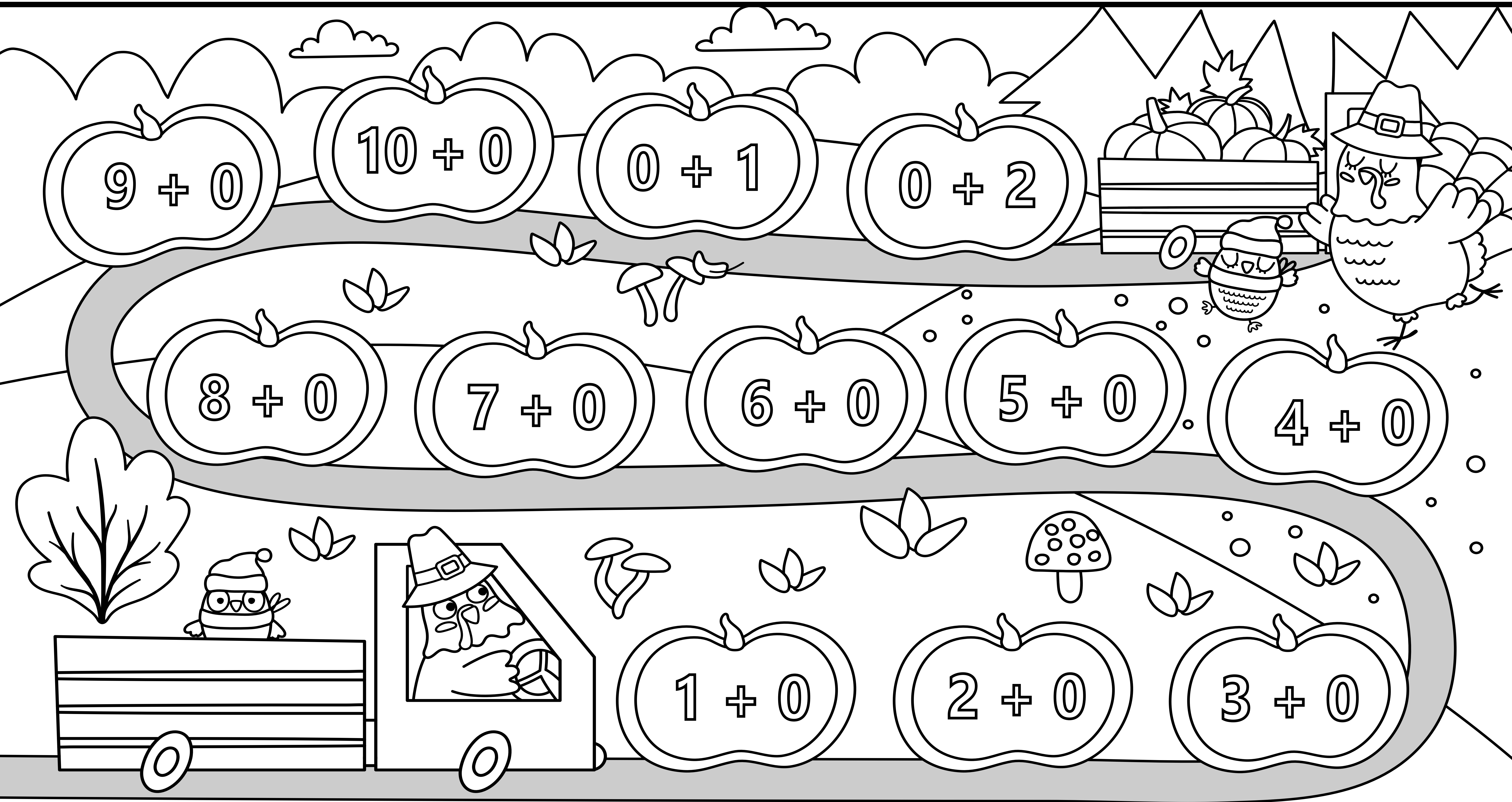




PUMPKIN ADDITION

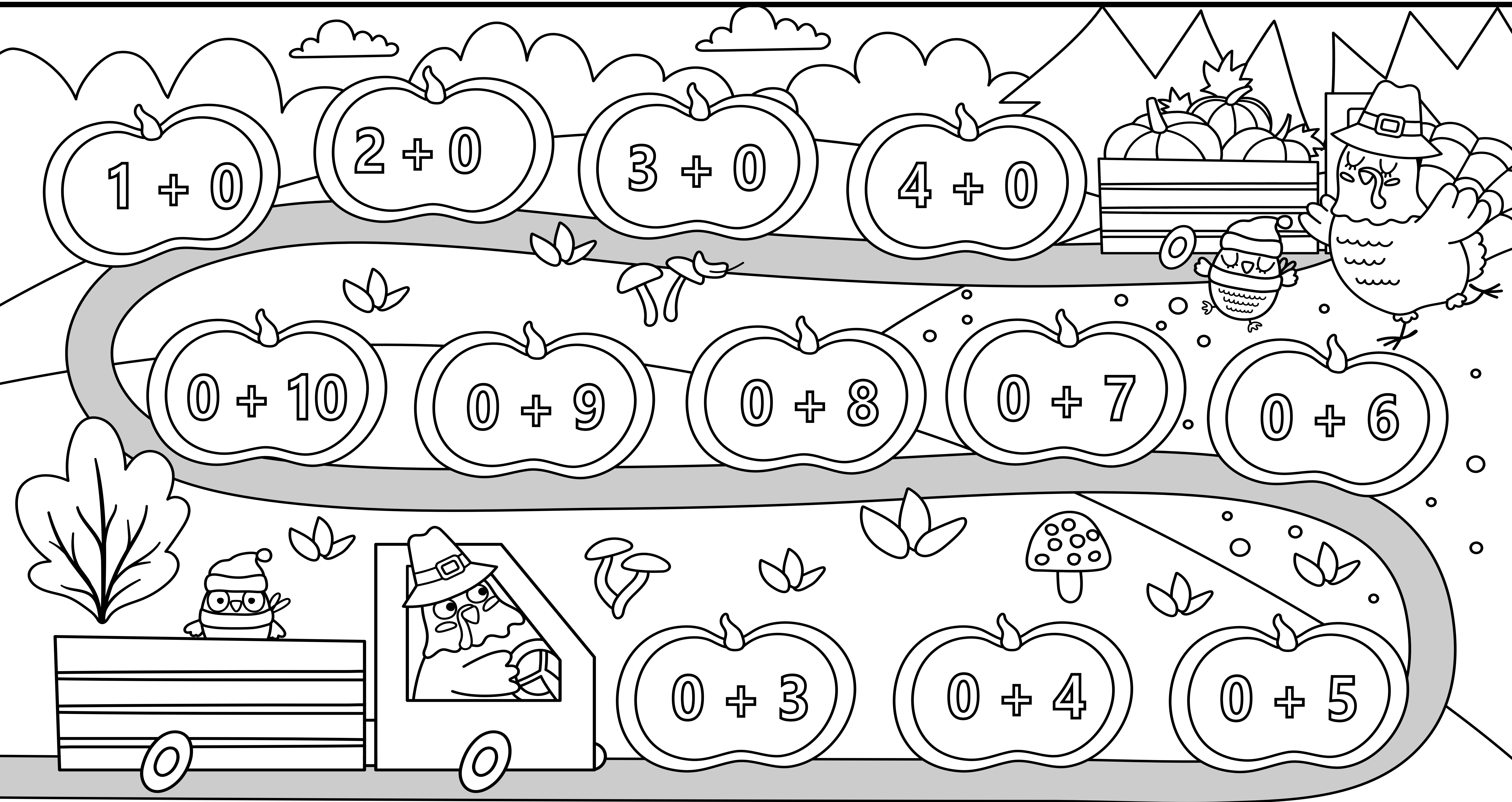


Adding 0



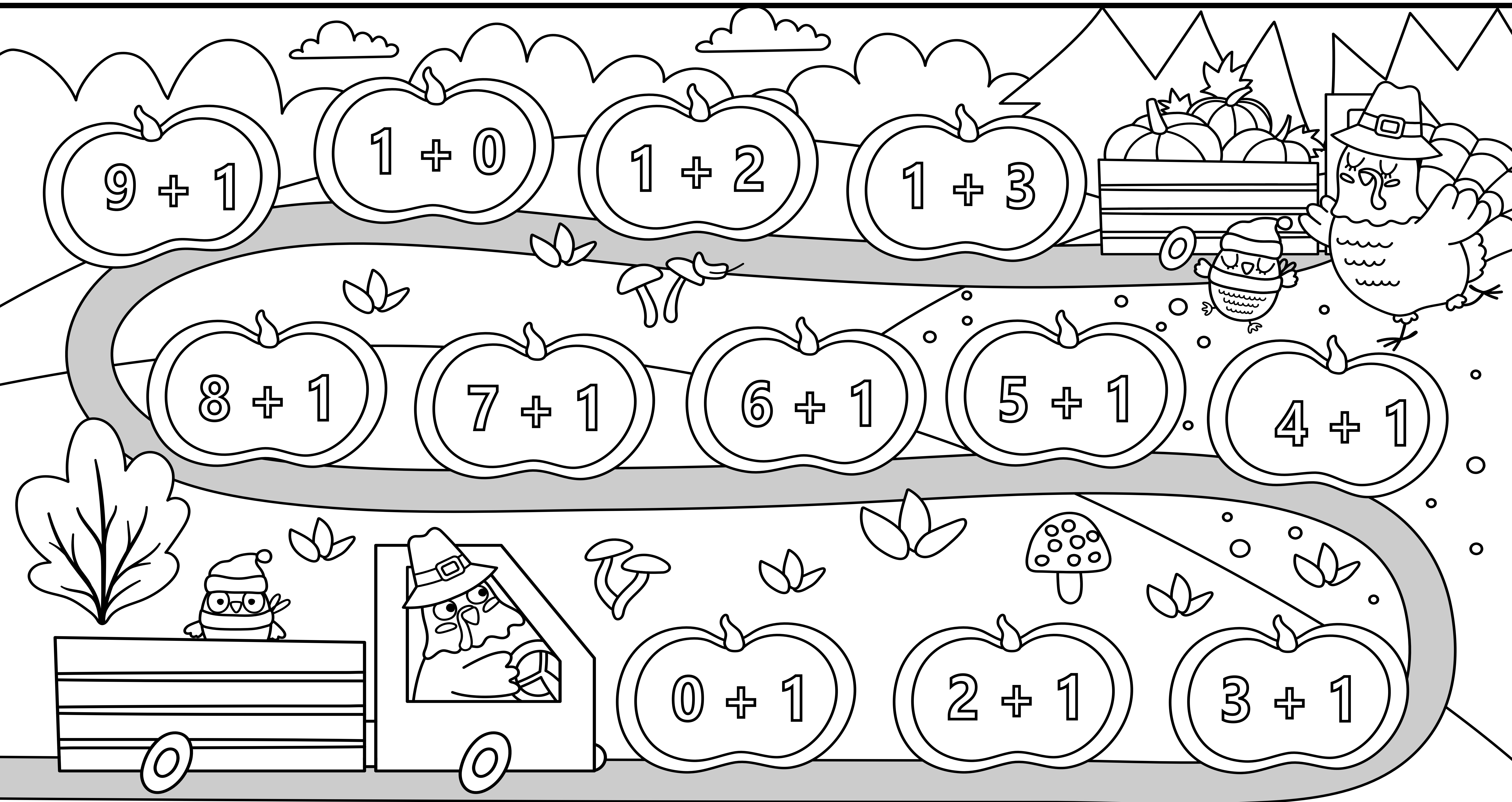
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answering the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding 0



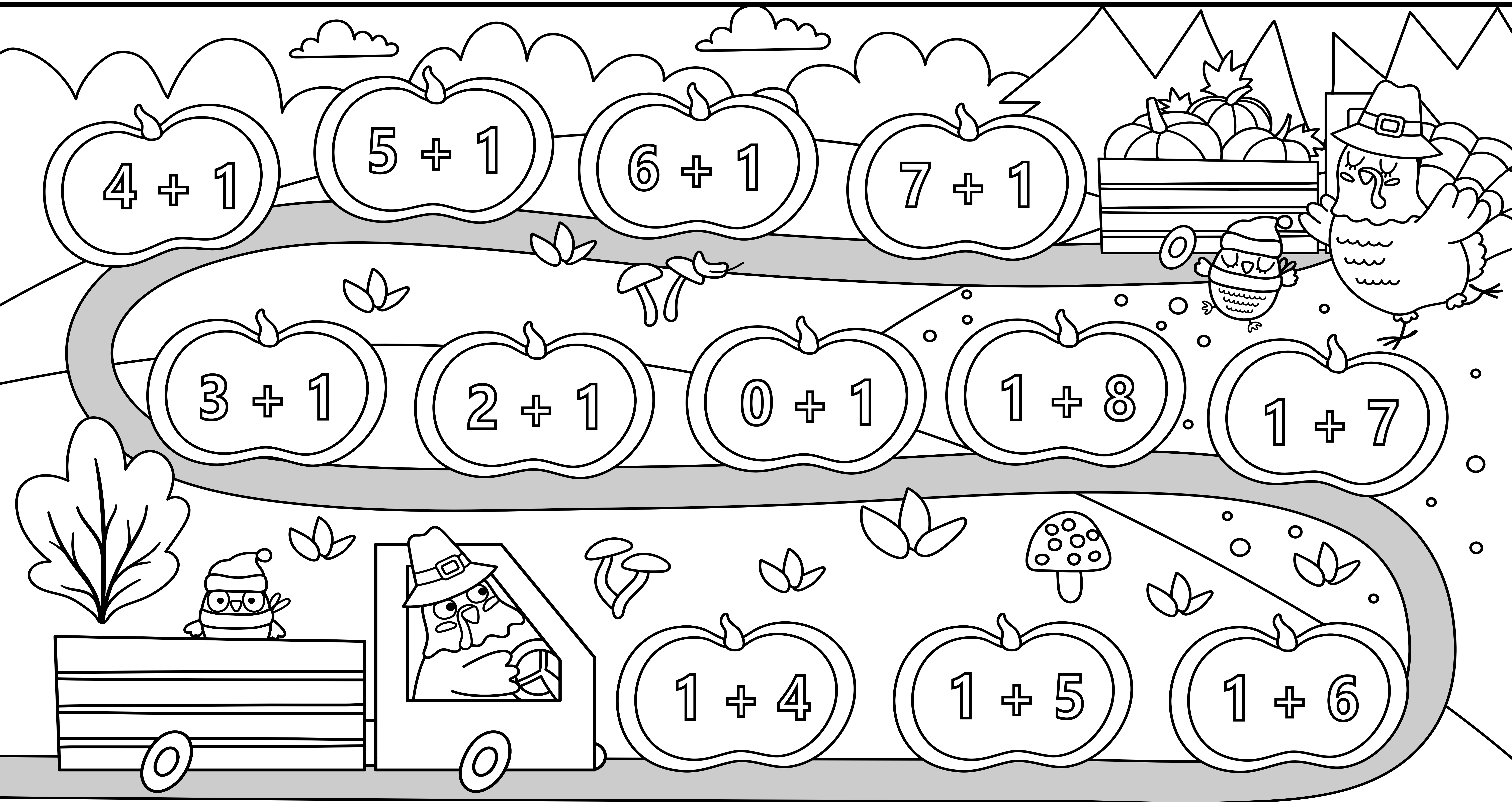
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answering the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding 1



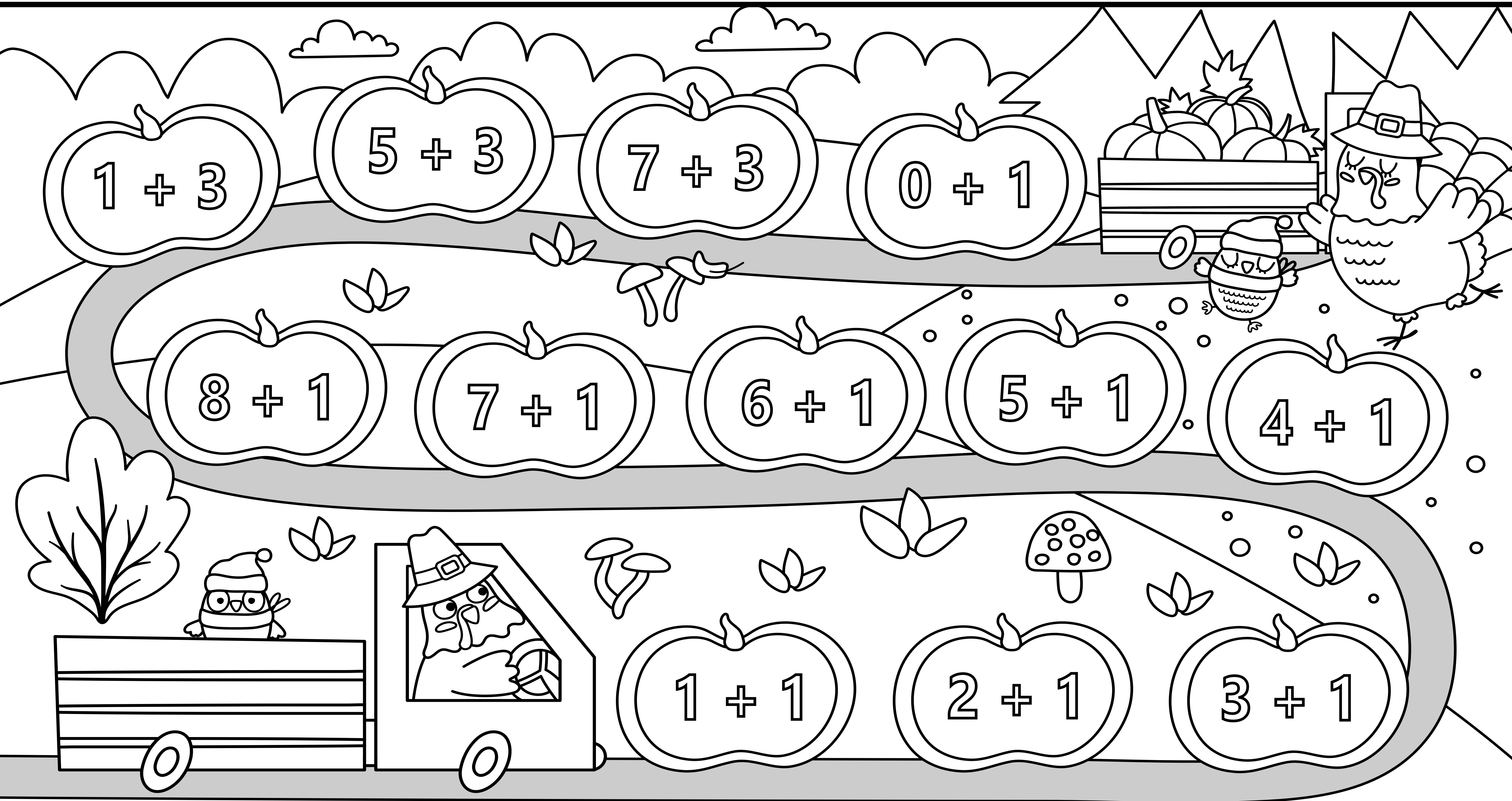
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding 1



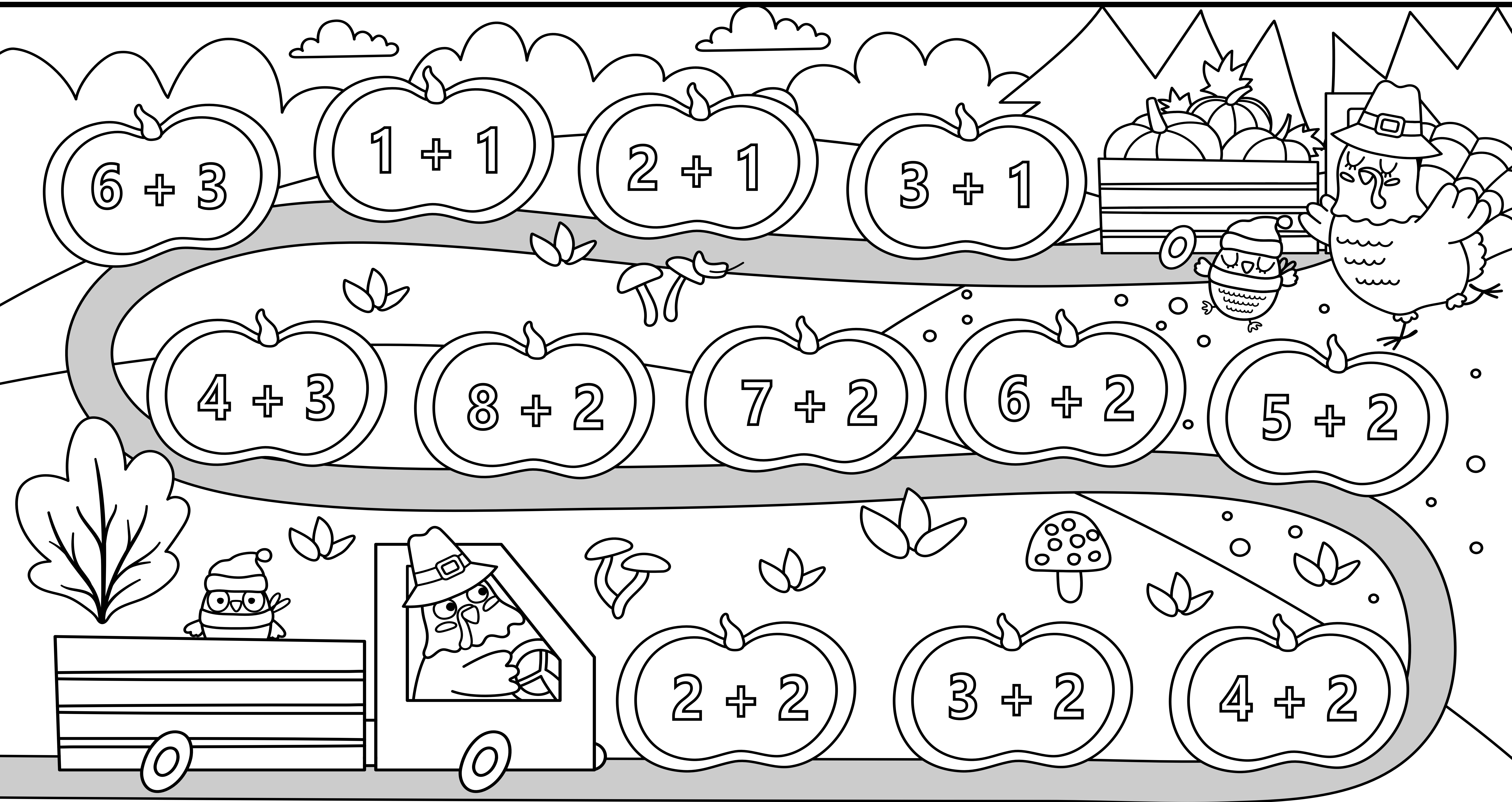
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding within 10



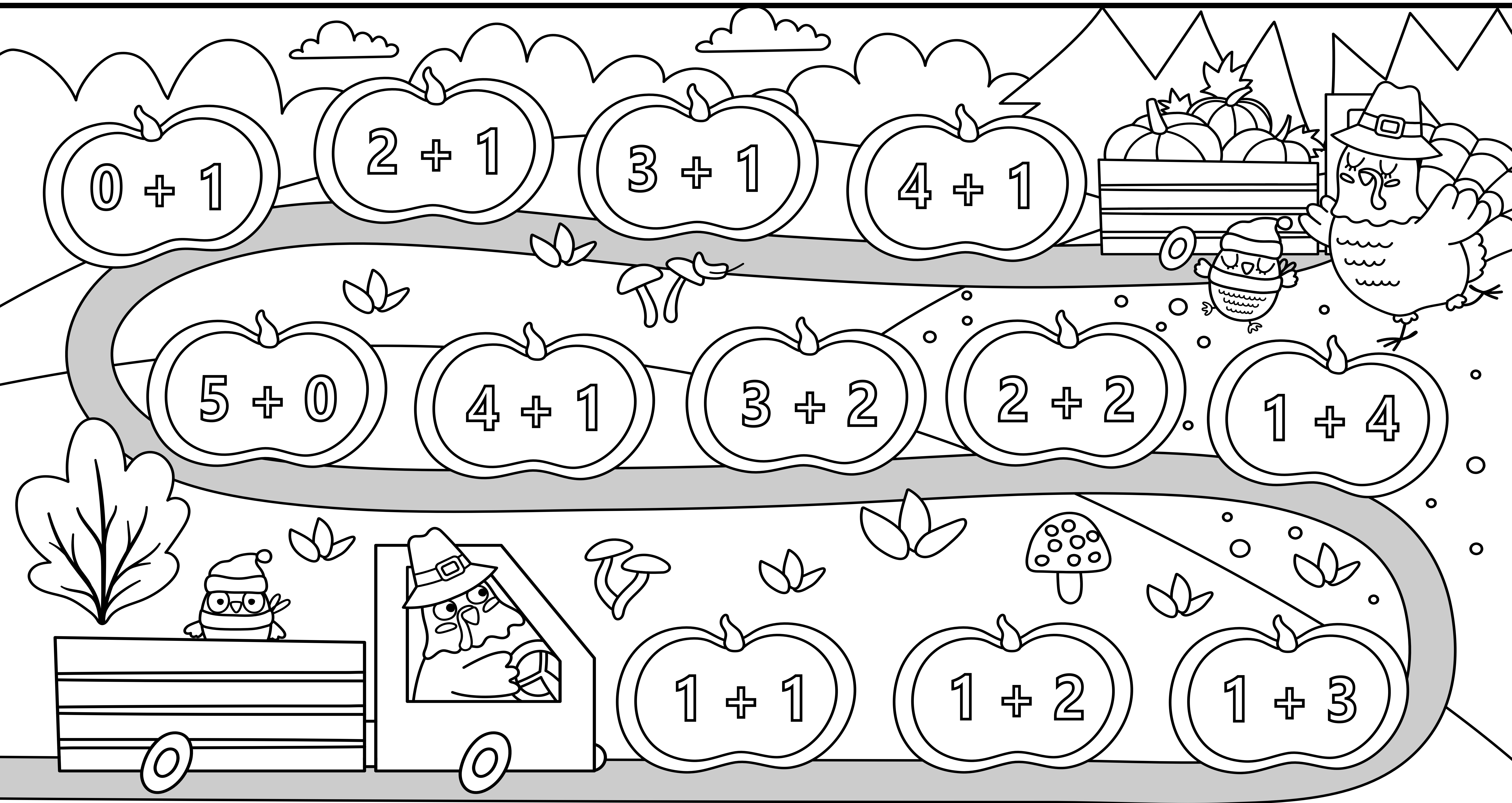
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Counting on



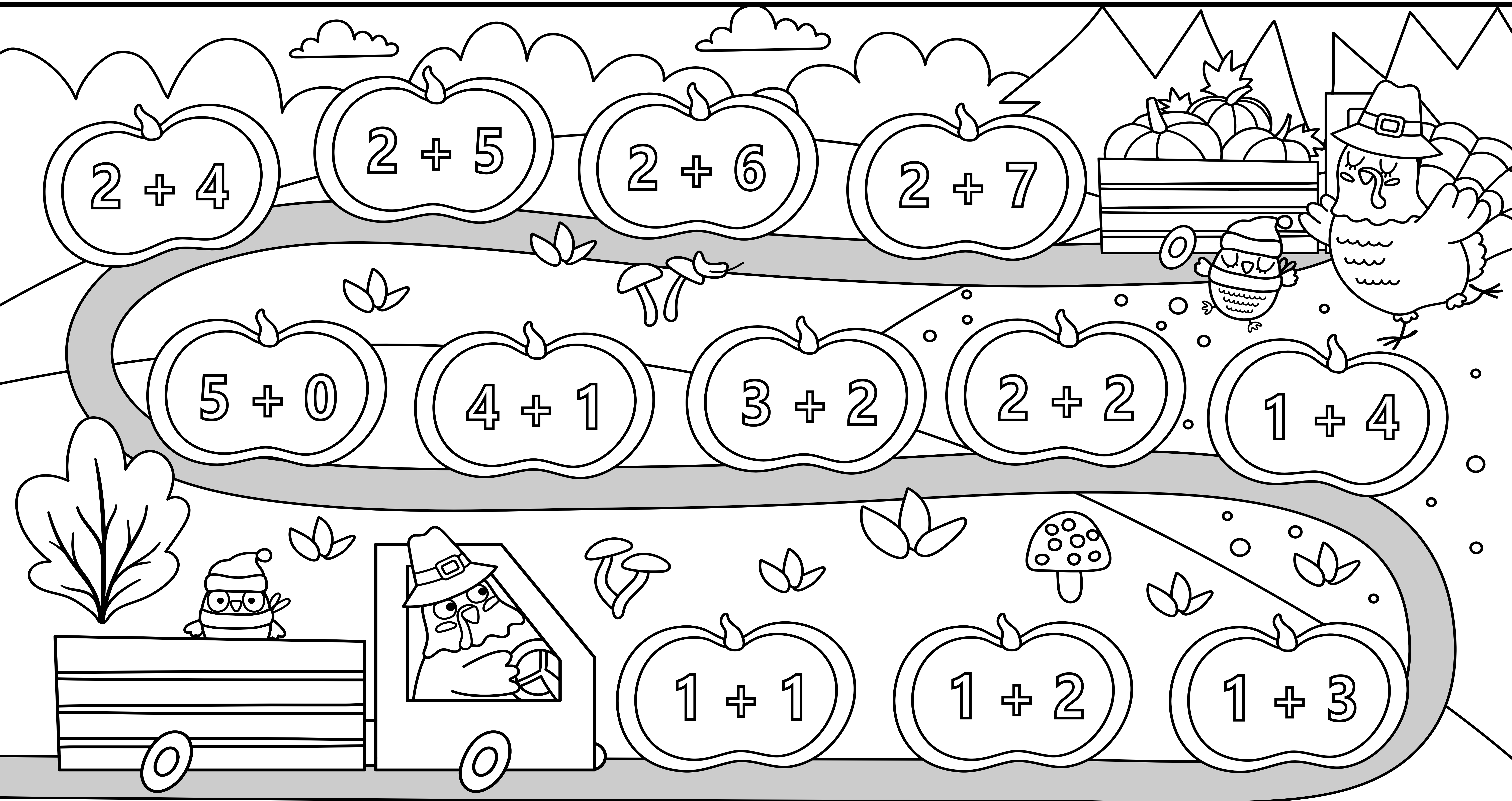
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding within 5



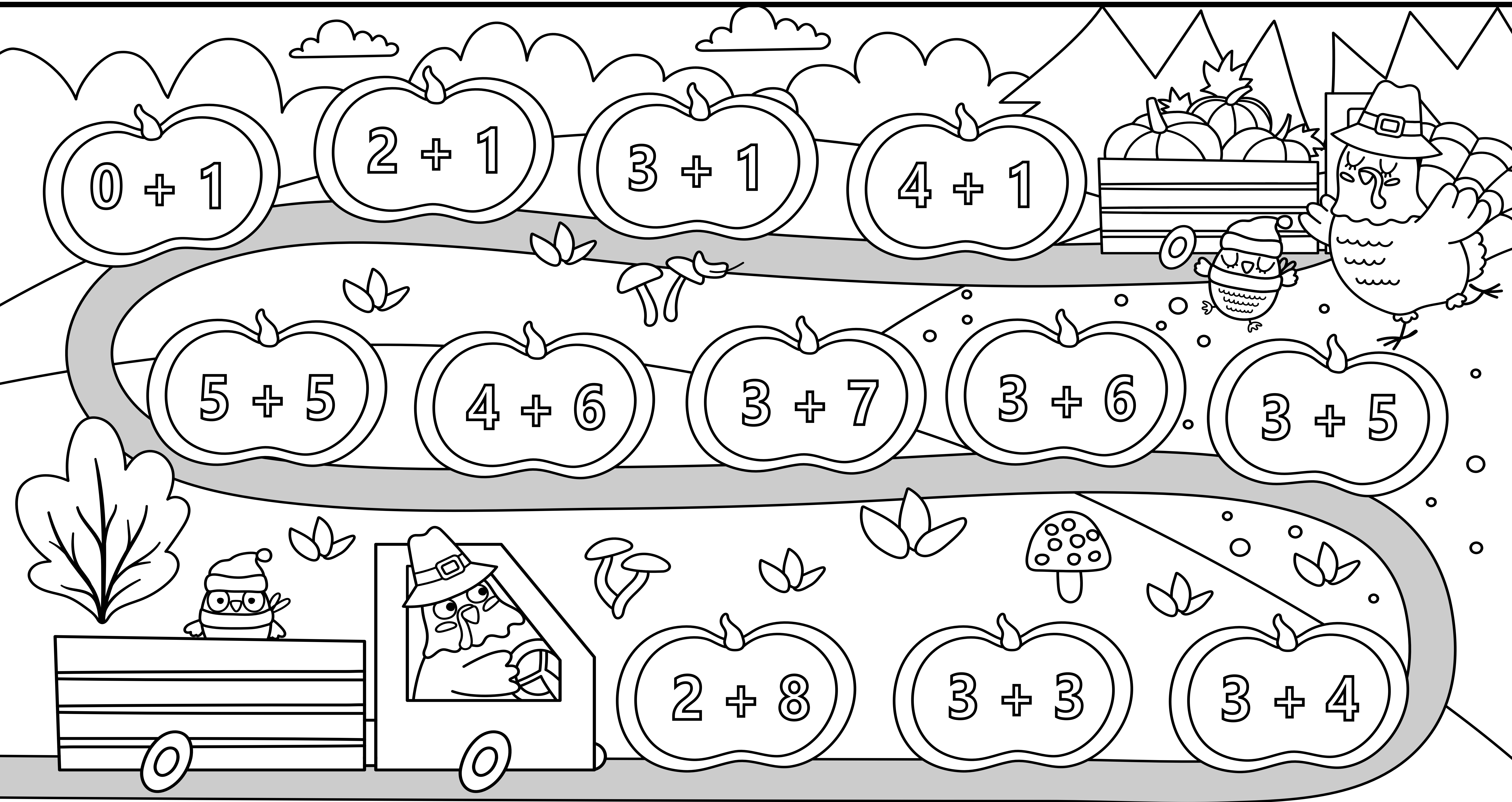
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding within 10



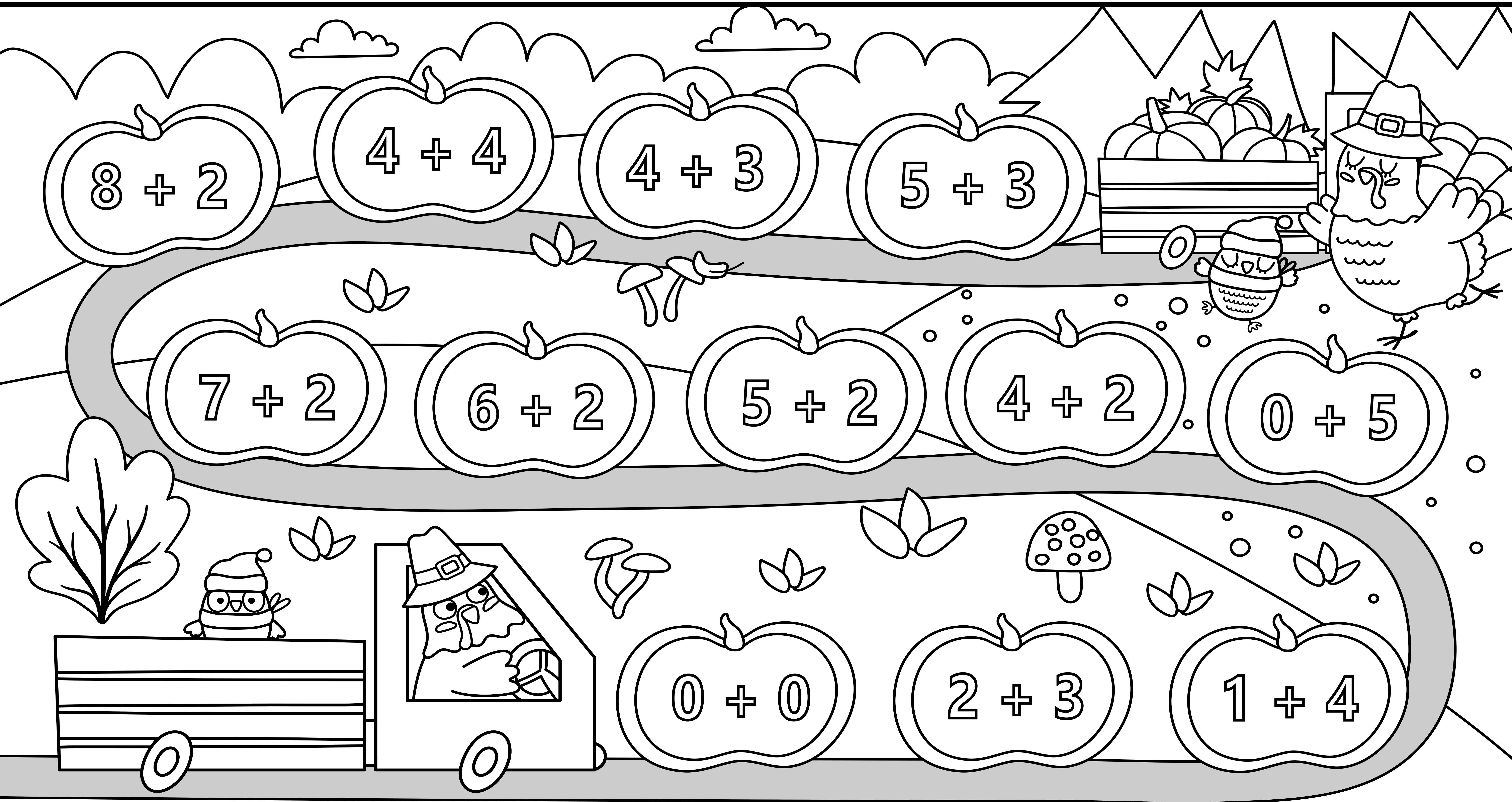
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding within 10



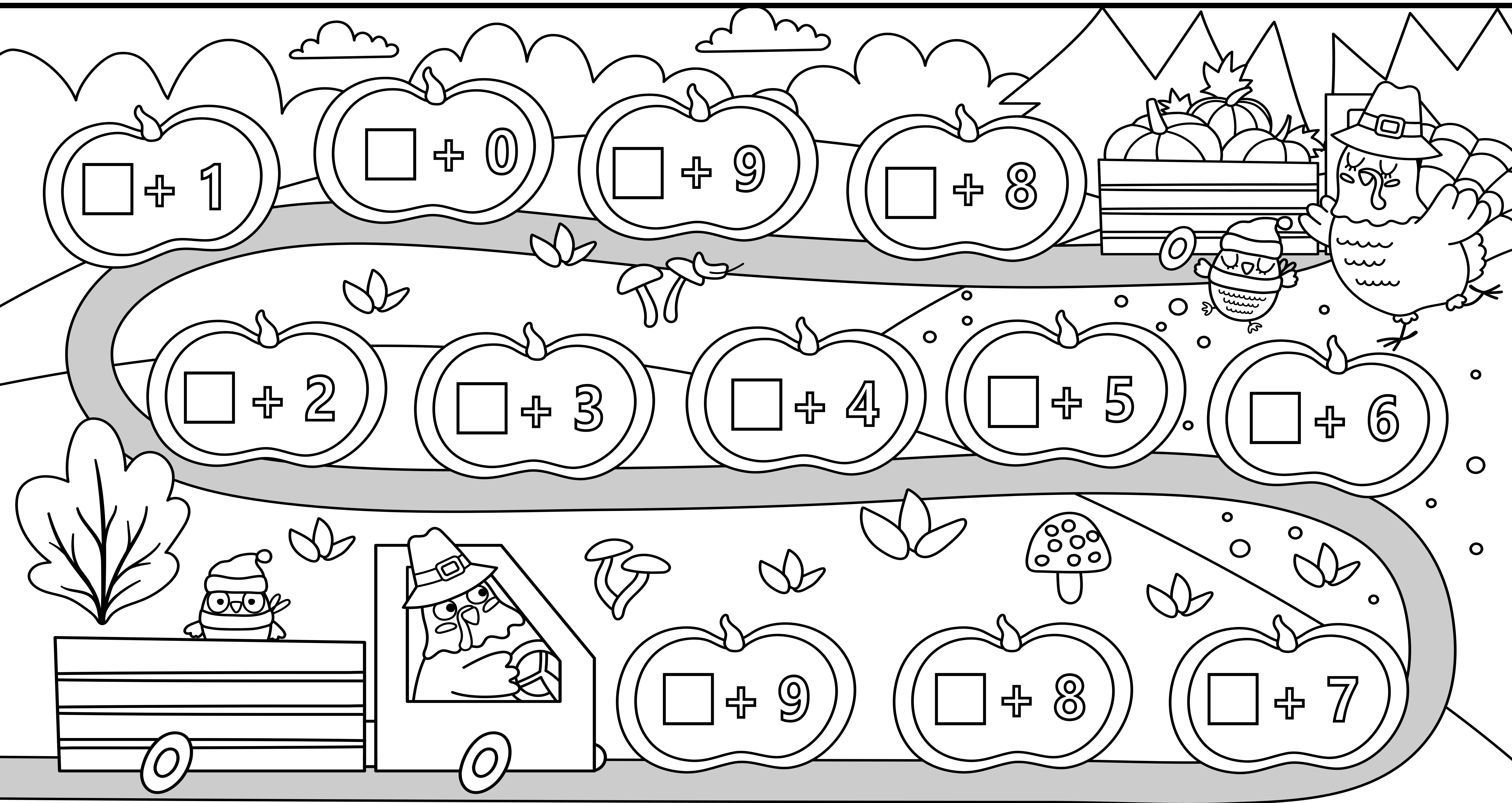
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding within 10



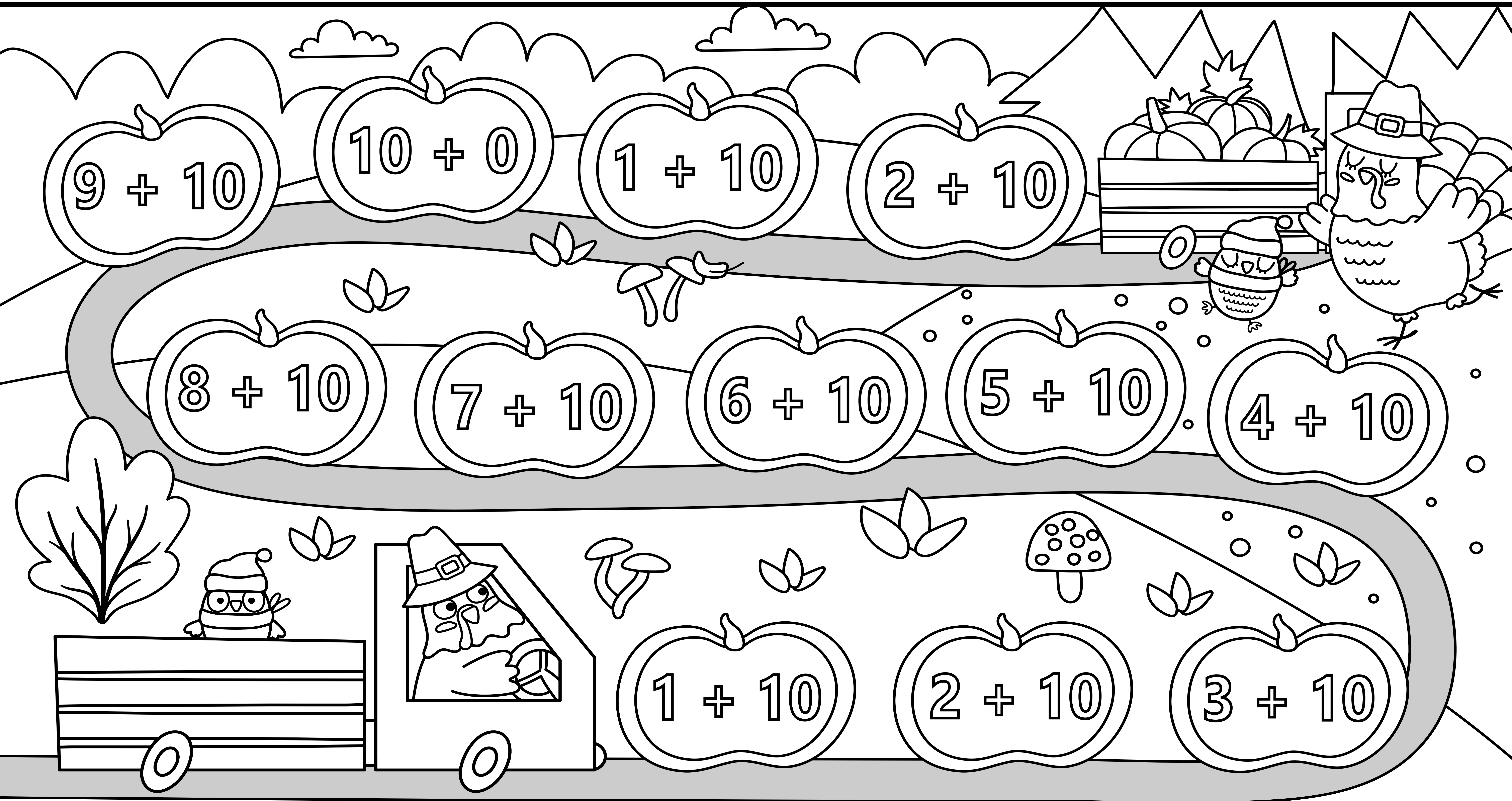
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Make 10



Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Adding 10



Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Doubles

Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Doubles

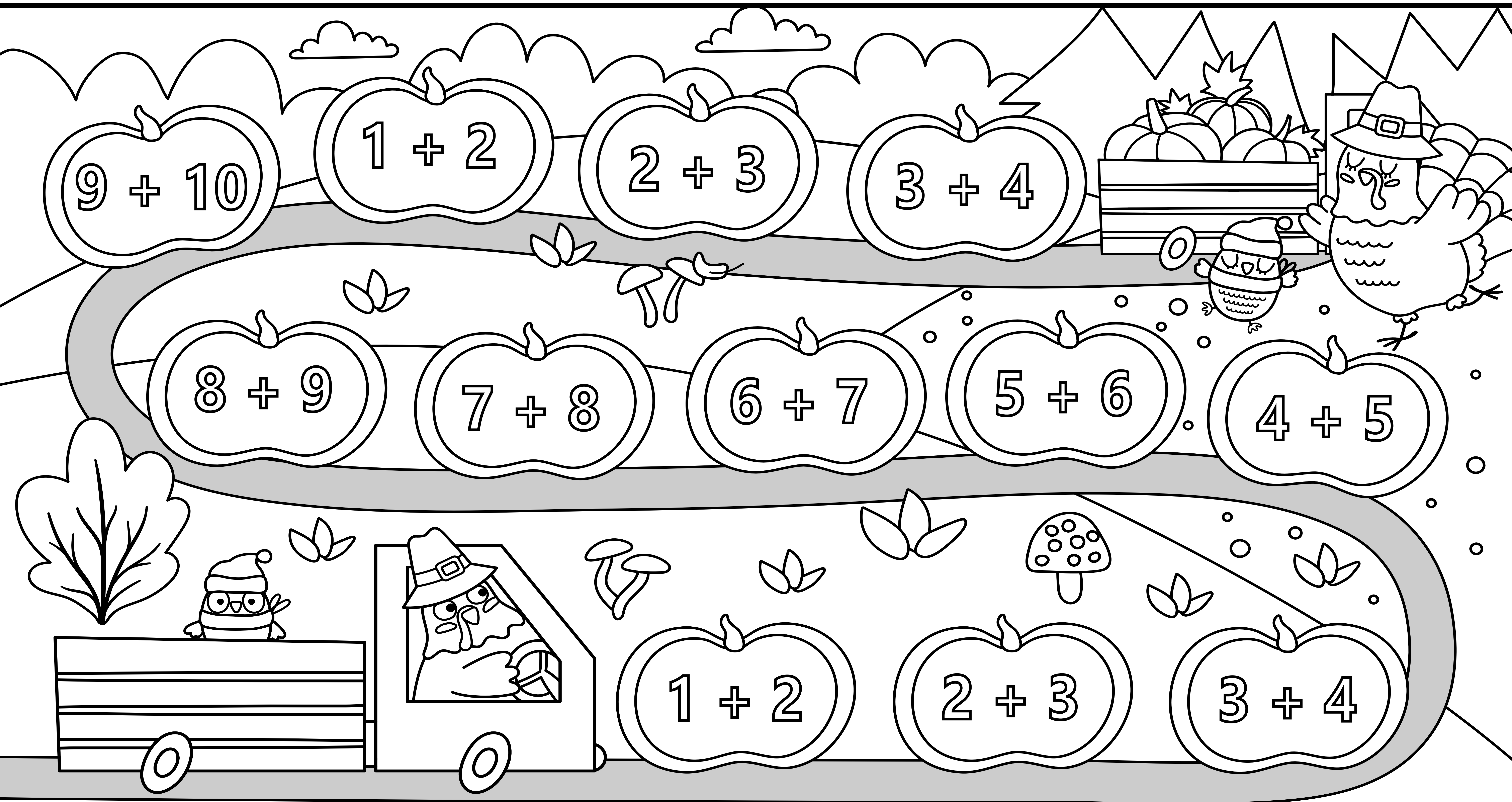
9 + 9 10 + 10 1 + 1 2 + 2

8 + 8 7 + 7 6 + 6 5 + 5 4 + 4

1 + 1 2 + 2 3 + 3

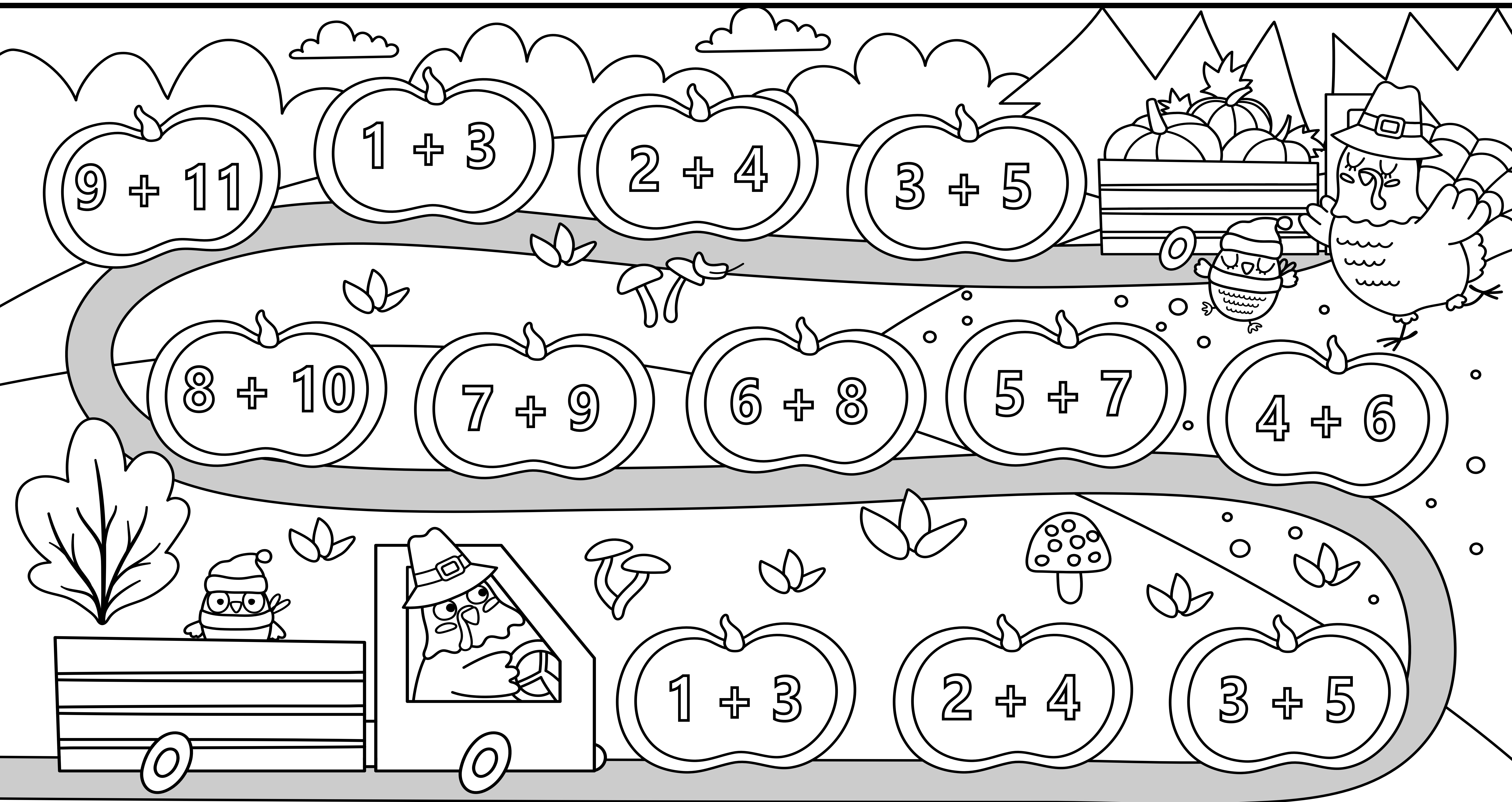
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Doubles + 1



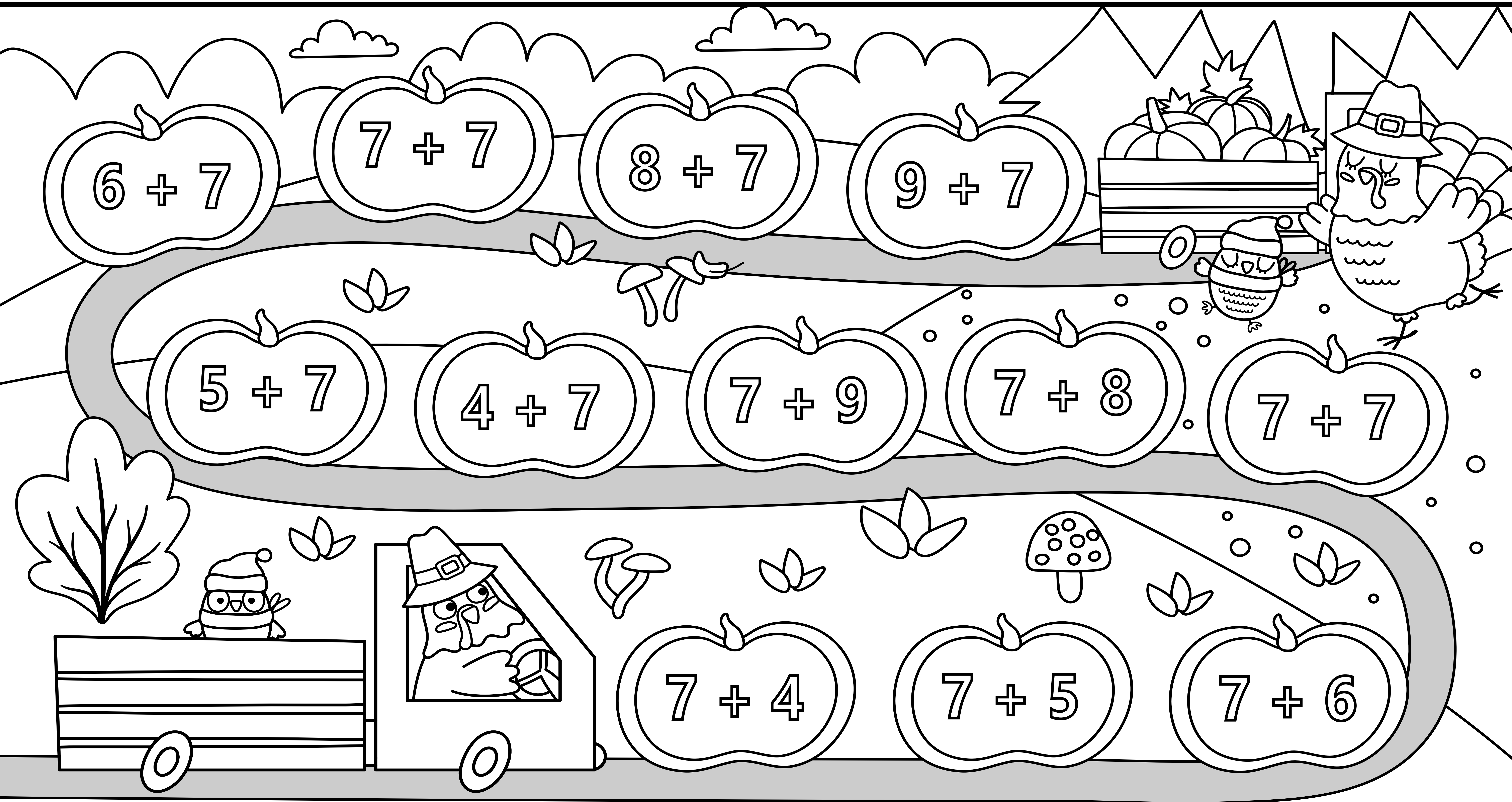
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Doubles + 2



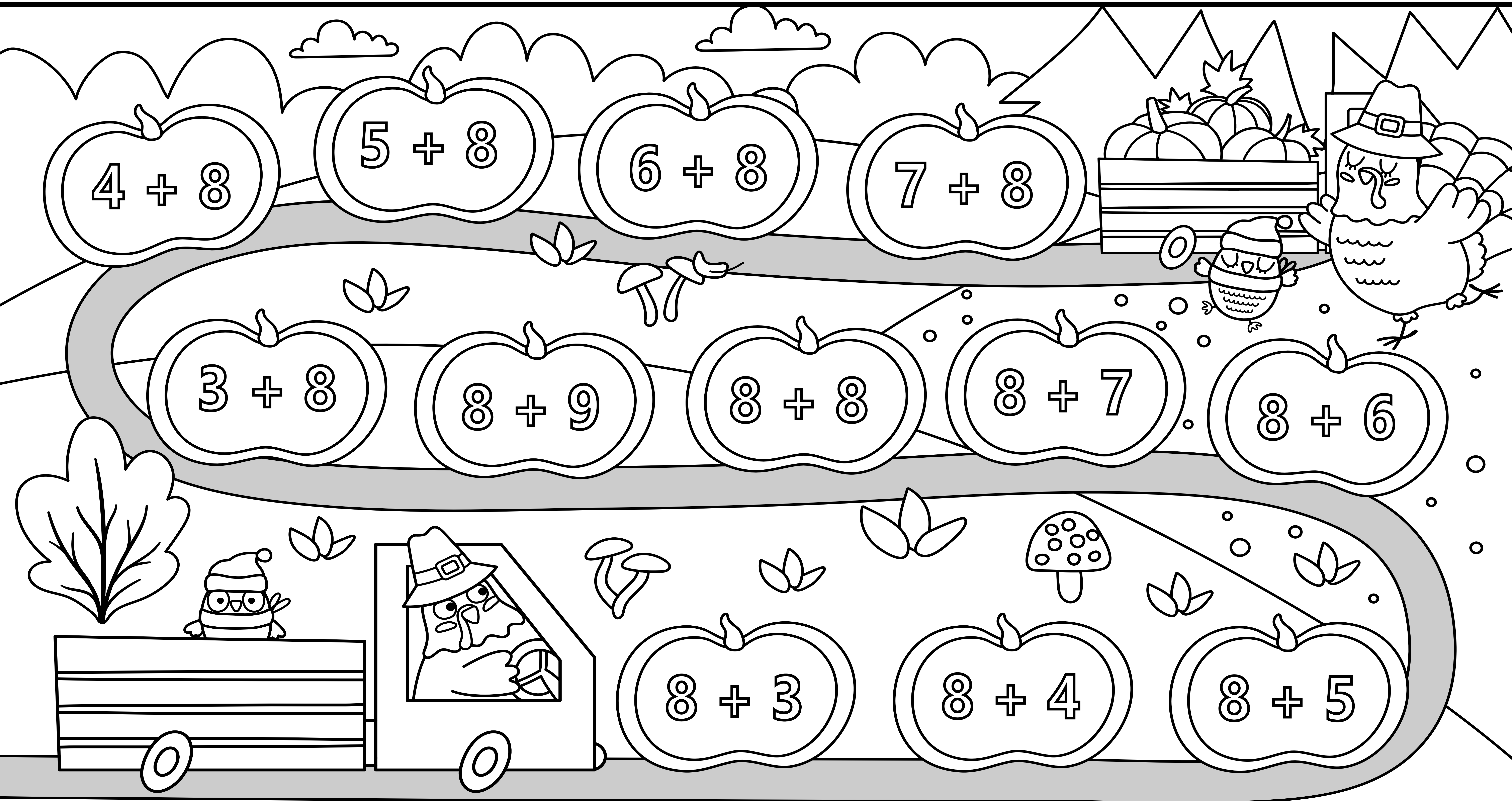
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Bridge 7



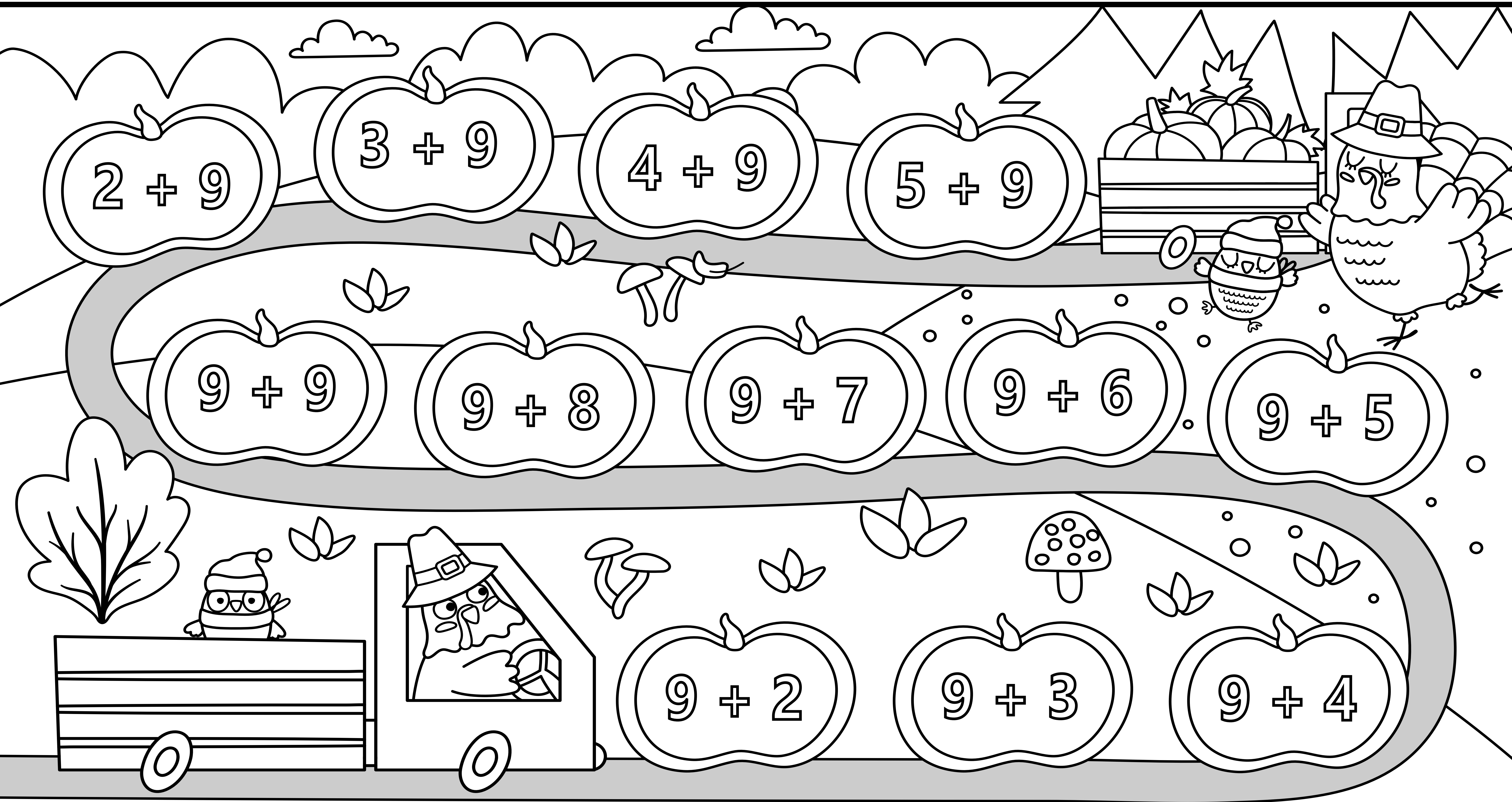
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Bridge 8



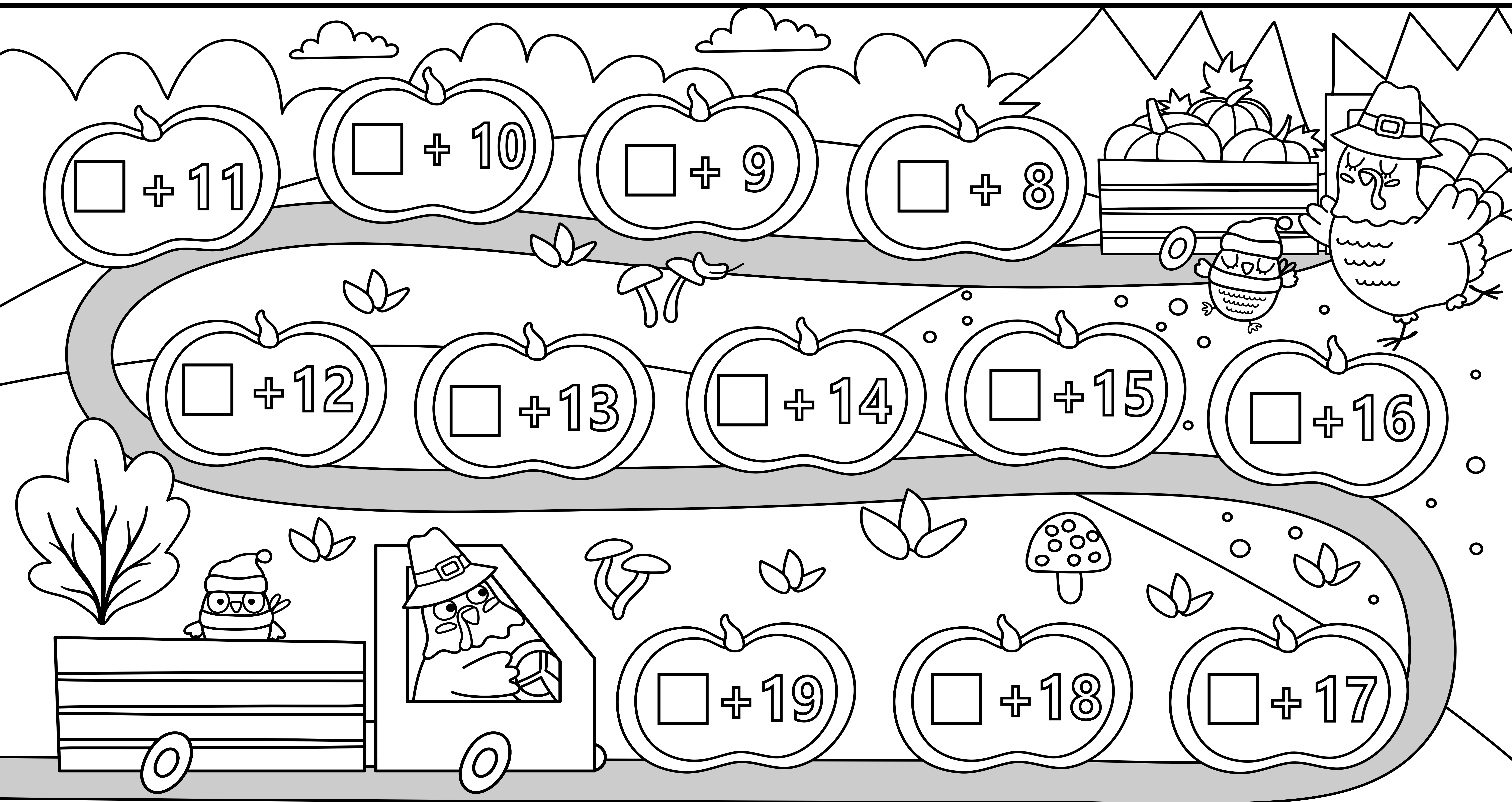
Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Bridge 9



Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Make 20



Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Make 20

The game board consists of 15 apple-shaped spaces arranged in three rows:

- Top row (left to right):
 - $\square + 19$
 - $\square + 18$
 - $\square + 17$
 - $\square + 16$
- Middle row (left to right):
 - $\square + 0$
 - $\square + 1$
 - $\square + 2$
 - $\square + 3$
 - $\square + 4$
- Bottom row (left to right):
 - $\square + 7$
 - $\square + 6$
 - $\square + 5$

The board is decorated with various autumn-themed illustrations: trees, clouds, mushrooms, leaves, a turkey wearing a hat, a small owl, and a wagon full of pumpkins.

Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.

Make 20

The game board consists of 12 apple-shaped spaces arranged in three rows:

- Top row: $\square + 19$, $\square + 18$, $\square + 17$, $\square + 16$
- Middle row: $\square + 0$, $\square + 1$, $\square + 2$, $\square + 3$, $\square + 4$
- Bottom row: $\square + 7$, $\square + 6$, $\square + 5$

Instructions: Roll the dice. Whoever has the largest number goes first. Take turns moving around the board and answer the problem. If the answer is incorrect, go back a space. Whoever reaches the end first wins.