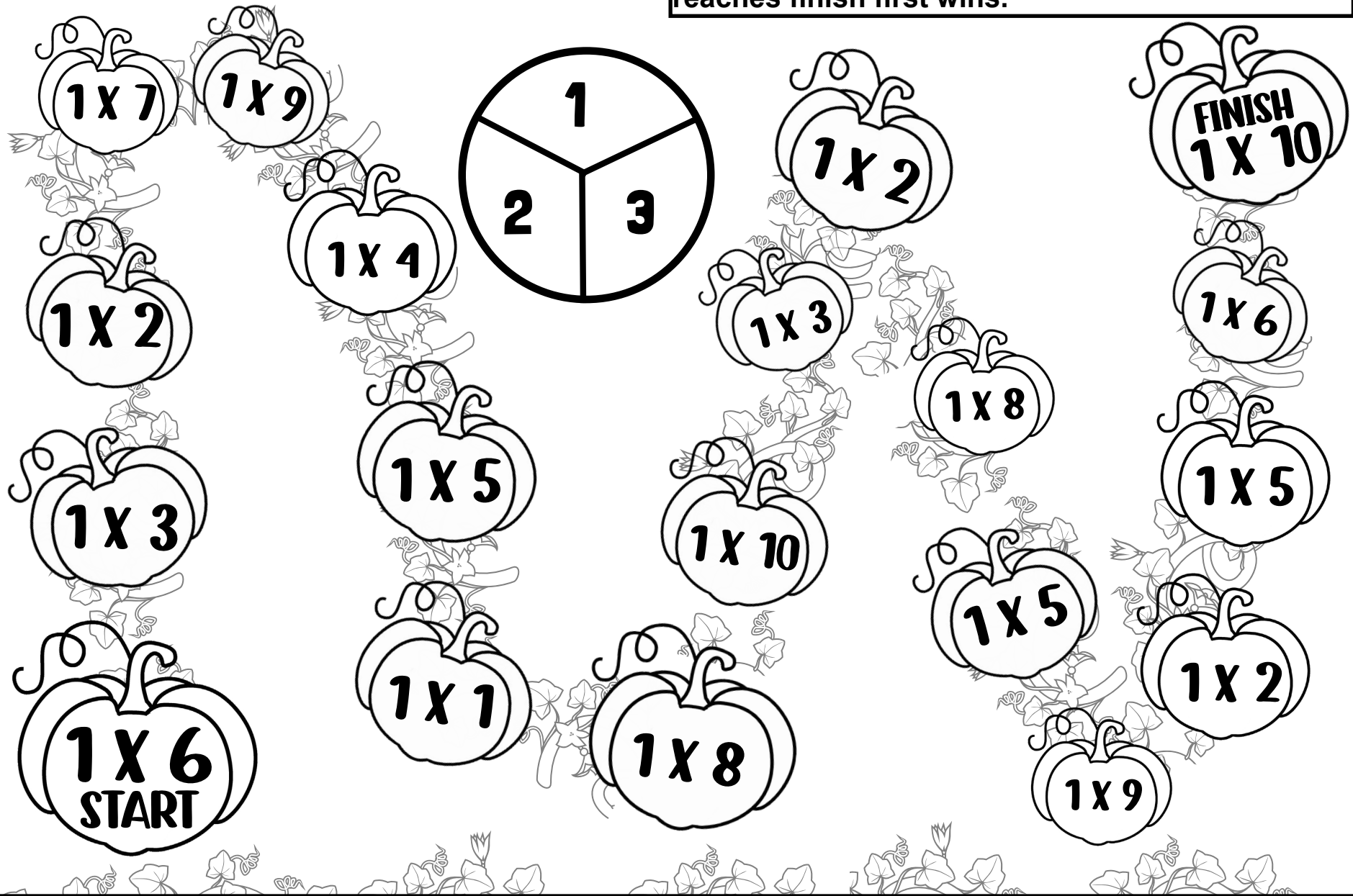


PUMPKIN PATCH

MULTIPLYING BY 1

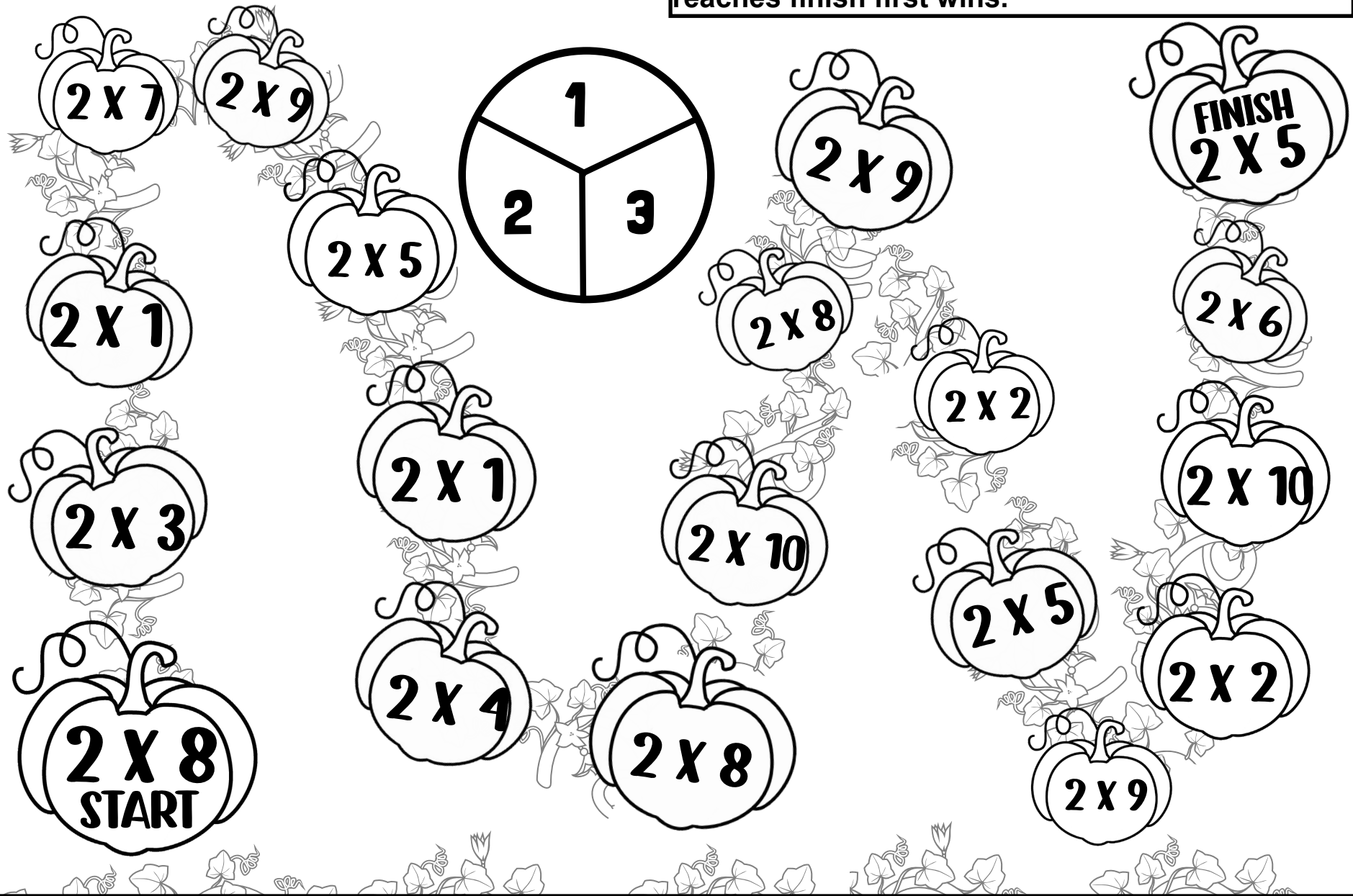
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 2

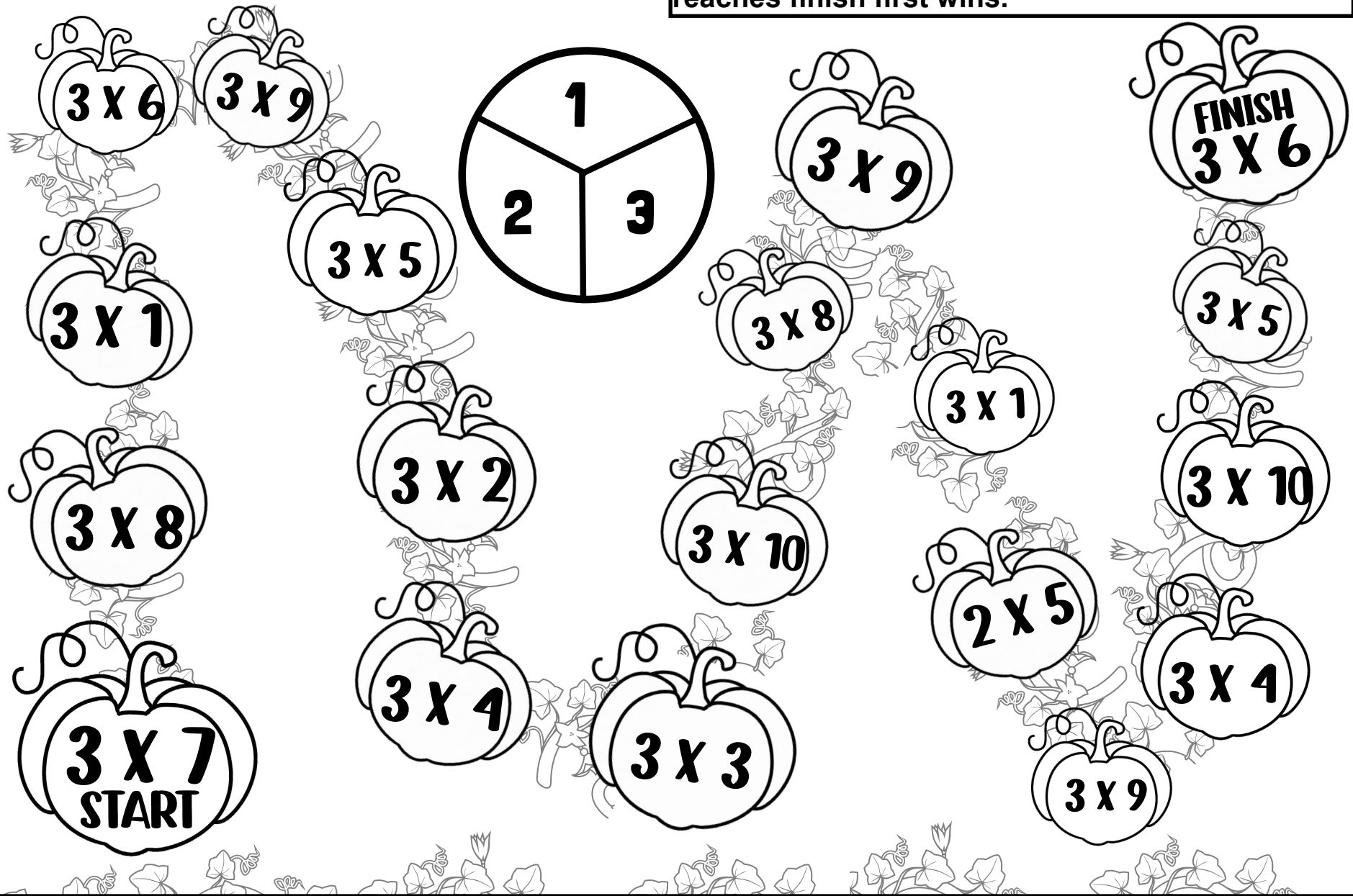
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 3

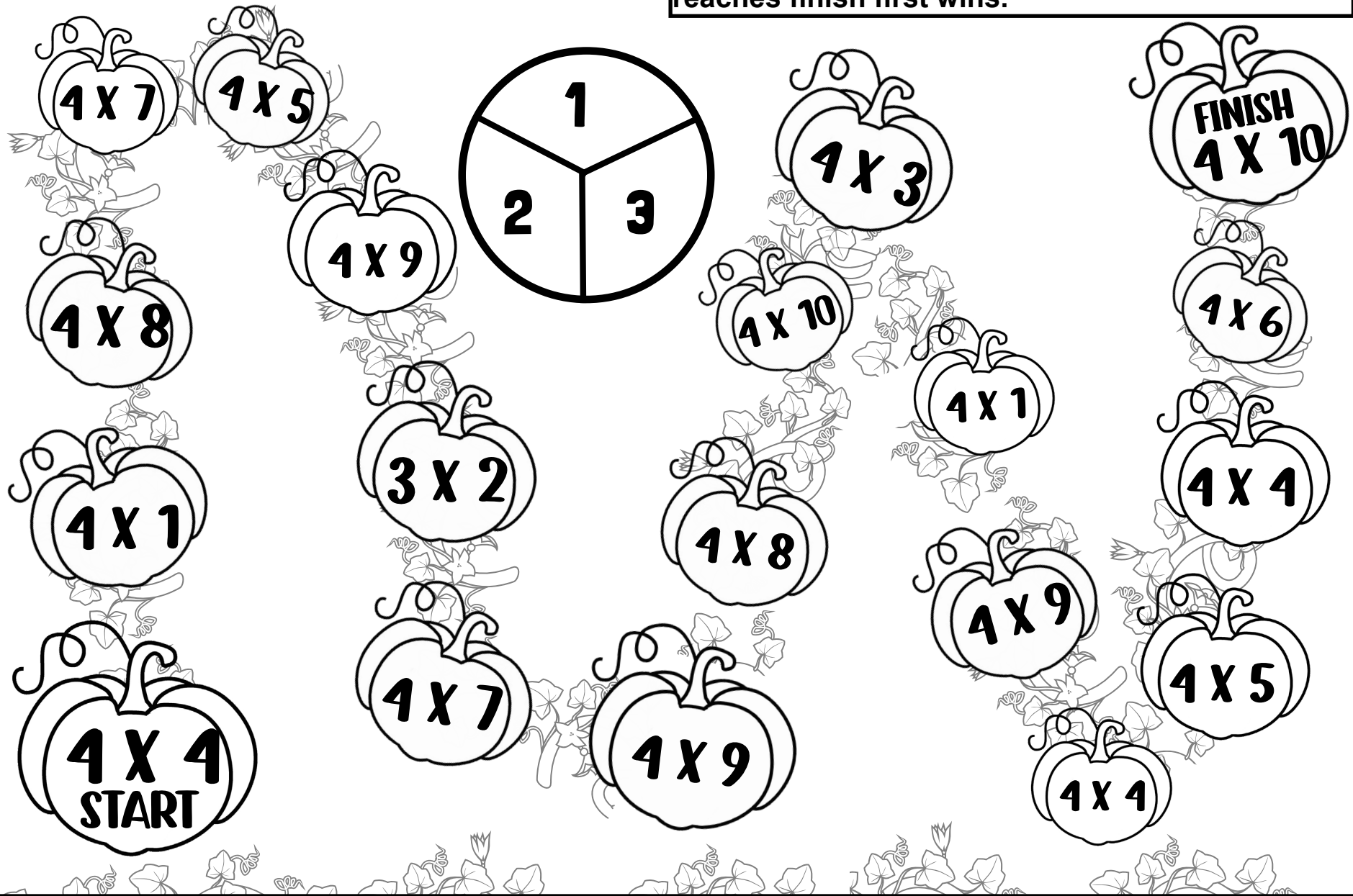
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 4

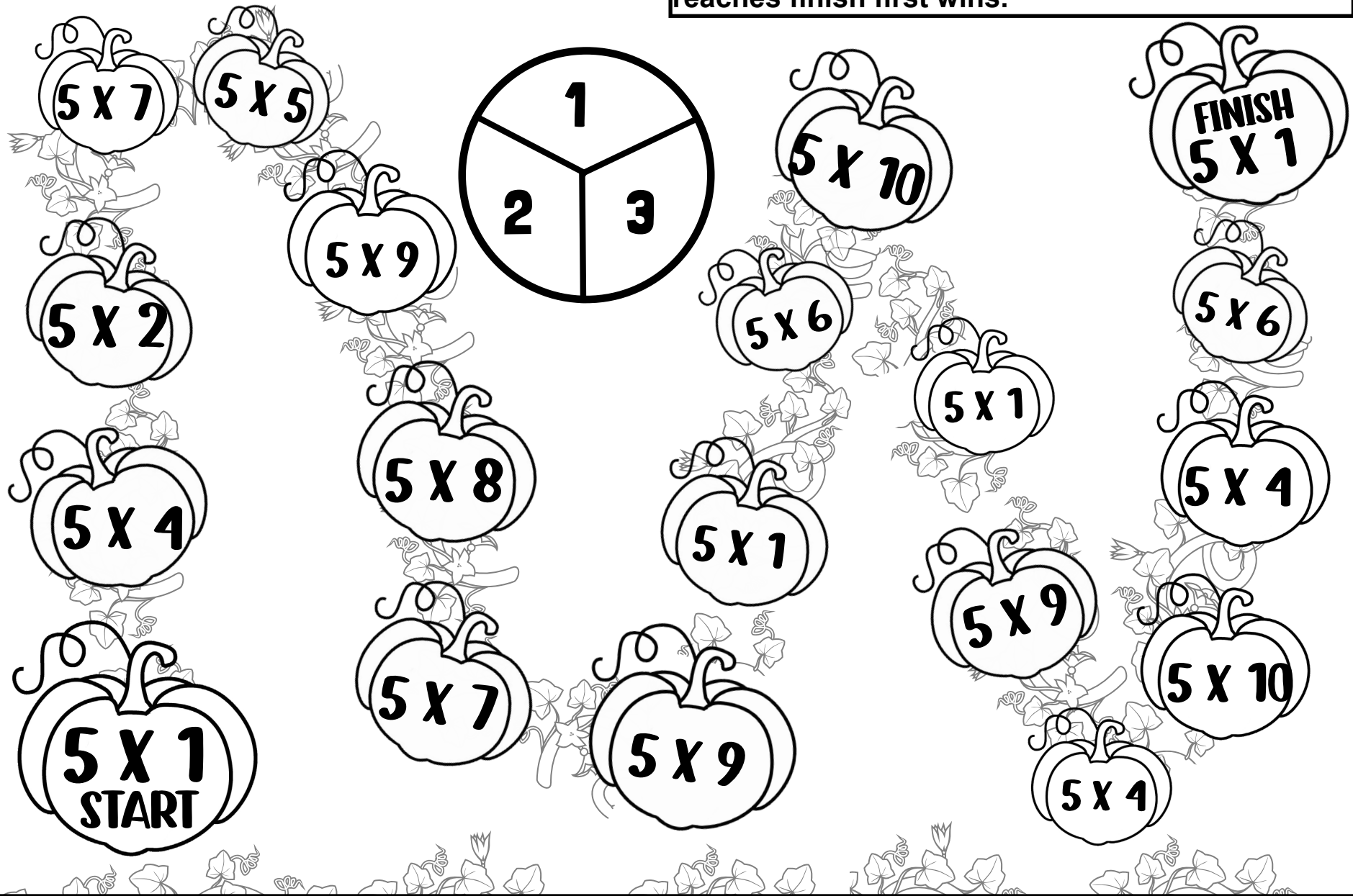
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 5

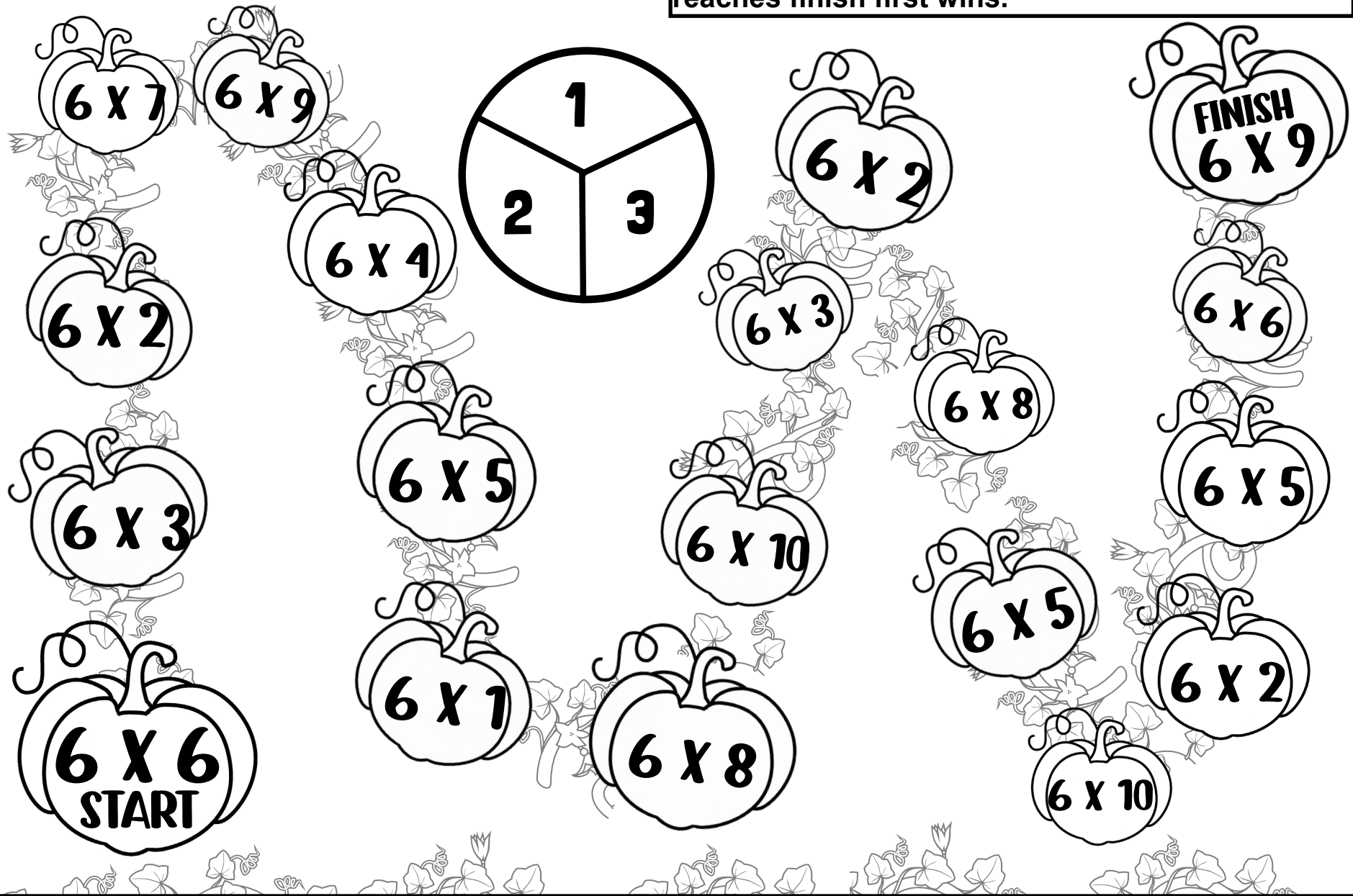
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 6

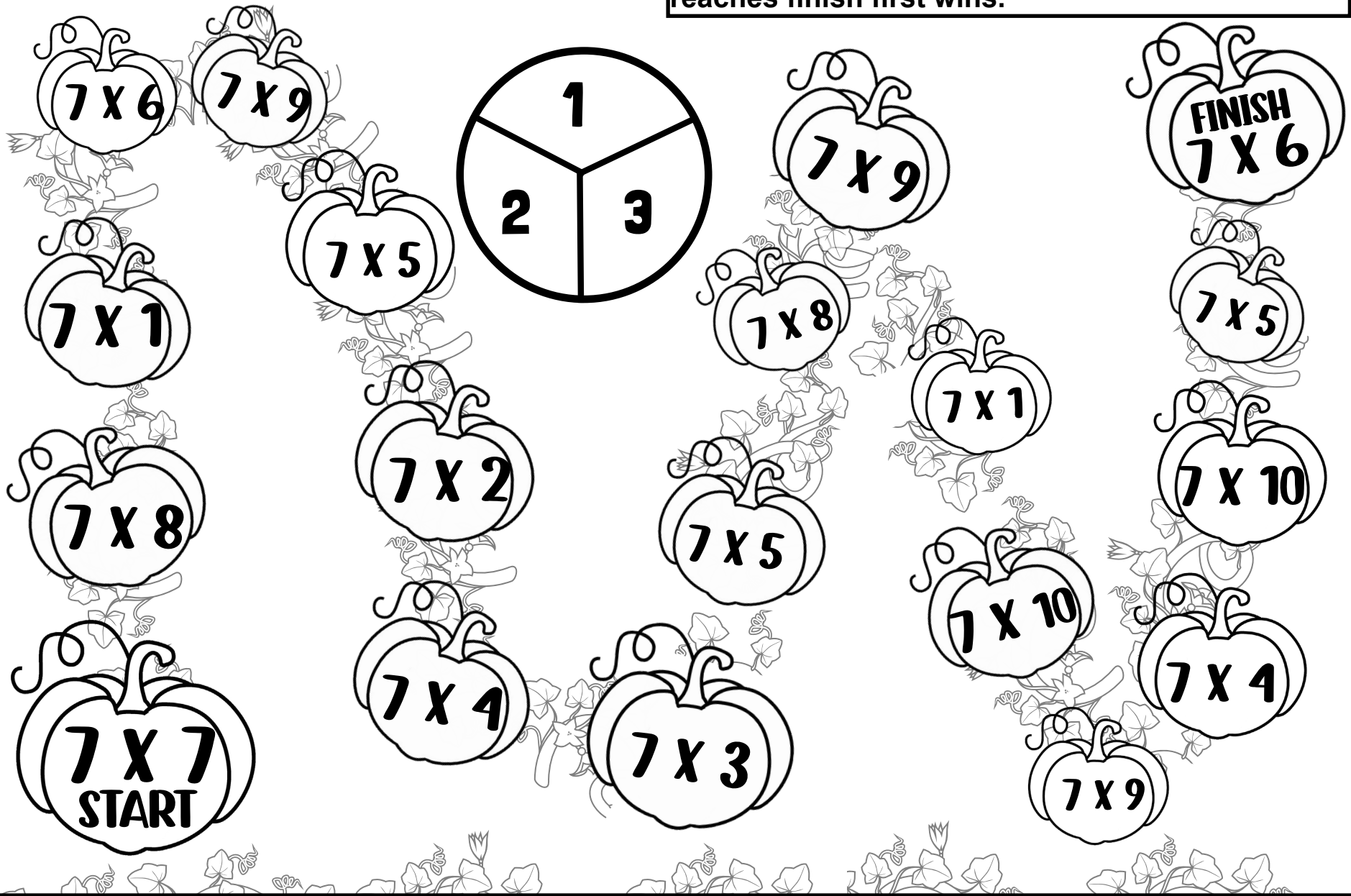
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING by 7

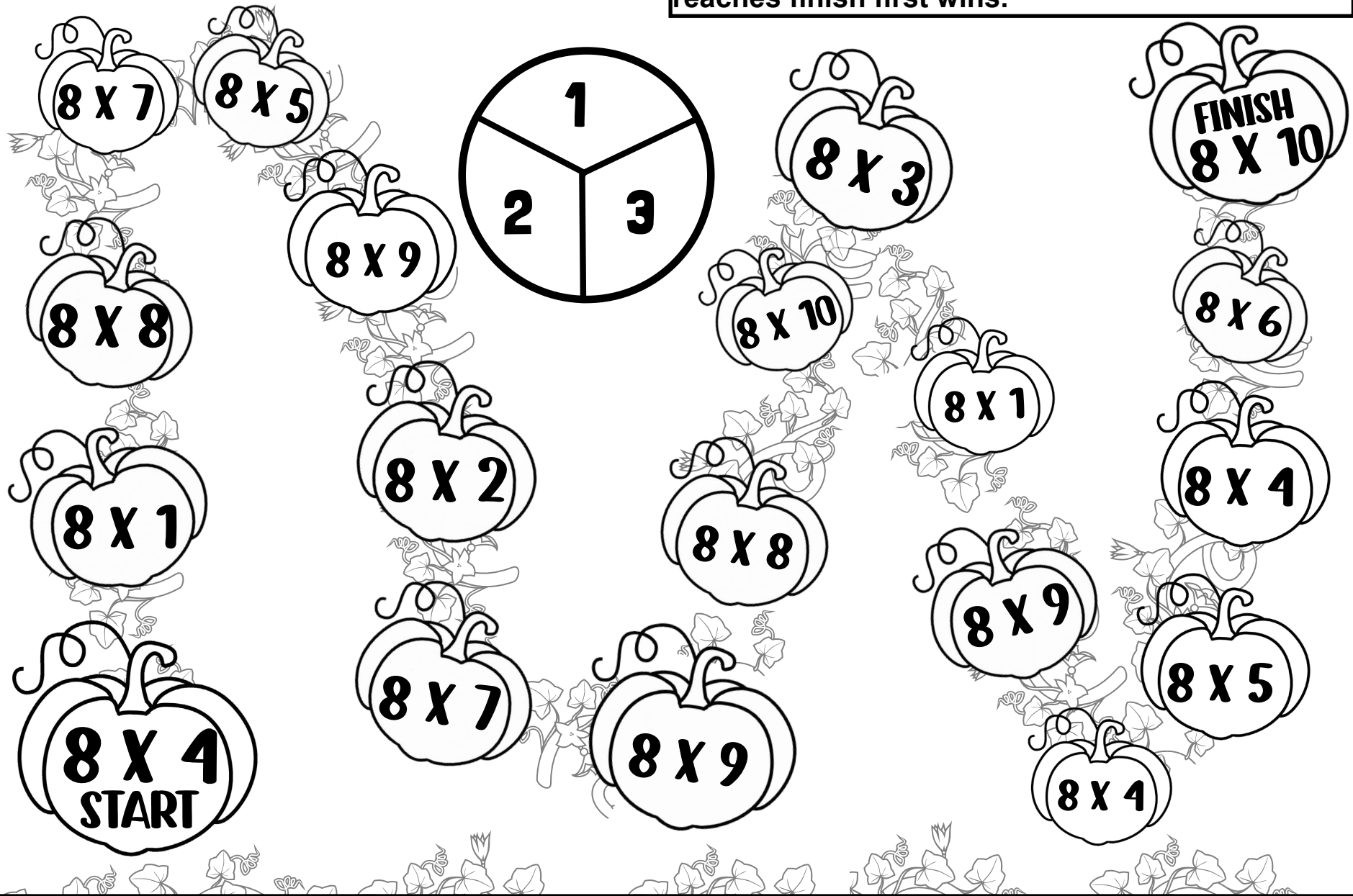
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 8

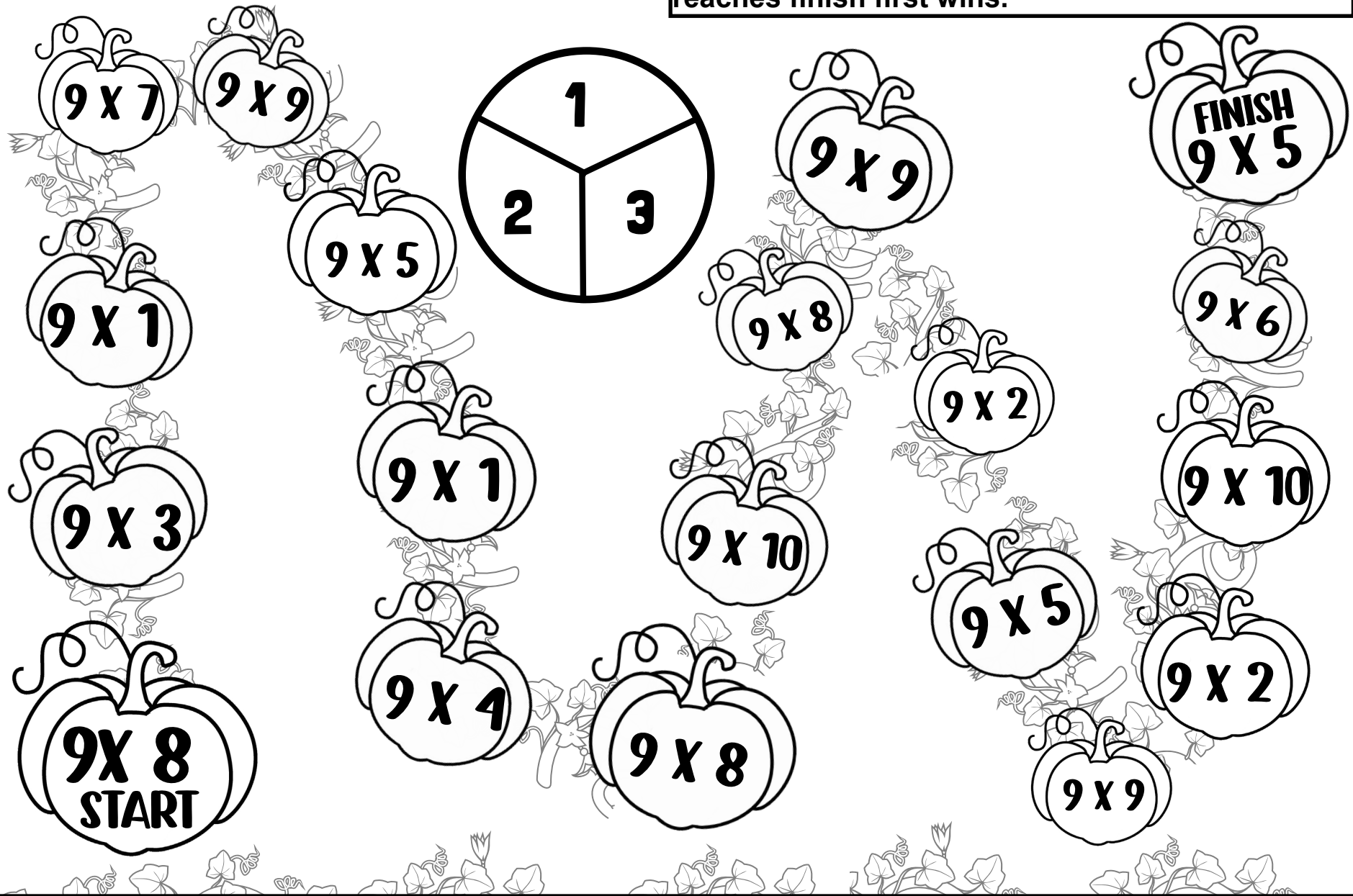
Play rock, paper and scissors to see who starts. Spin the spinner to see how many spaces to move. Players take turns moving around the board and answering the problems. Whoever reaches finish first wins.



PUMPKIN PATCH

MULTIPLYING BY 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

MULTIPLYING BY 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.

