

DOUBLES+2

Roll the dice. Move and solve the problem. Whoever reaches the end first wins.

The board game path consists of the following math problems in order from start to end:

- START
- $3+5$
- $1+3$
- $2+4$
- $8+10$
- $2+4$
- $4+6$
- $7+9$
- $2+4$
- $8+10$
- $5+7$
- $1+3$
- $7+9$
- $2+4$
- $3+5$
- $8+10$
- $4+6$
- $9+11$
- $5+7$
- $3+5$
- $6+8$
- $4+6$
- $9+11$
- $3+5$
- $8+10$
- $3+5$
- $6+8$
- $1+3$
- $5+7$
- END

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