

DOUBLES

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:

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

Background elements include a hot air balloon, a carousel, a target, a Ferris wheel, a tent, an ice cream cone, a ticket booth, a game stand, and another ice cream cone.

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