

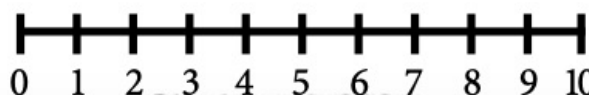


Count Back 10

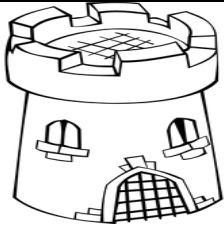
Instructions: Roll the dice. Move and solve the problem. Whoever reaches the end first wins!

The gameboard is a winding path starting from two 'START' squares and ending at two 'FINISH' squares. Each square along the path contains a subtraction problem. The path is flanked by a mouse on the left and a rabbit on the right. The background features clouds, a sun, and various flowers.

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



SUBTRACTION TOWER



$$10 - ? = 10$$

$$10 - ? = 9$$

$$10 - ? = 8$$

$$10 - ? = 7$$

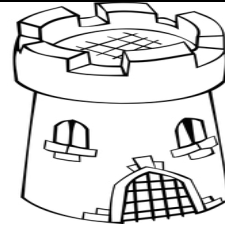
$$10 - ? = 6$$

$$10 - ? = 5$$

$$10 - ? = 4$$

$$10 - ? = 3$$

$$10 - ? = 2$$



$$10 - ? = 5$$

$$10 - ? = 4$$

$$10 - ? = 3$$

$$10 - ? = 2$$

$$10 - ? = 1$$

$$10 - ? = 0$$

$$10 - ? = 8$$

$$10 - ? = 9$$

$$10 - ? = 10$$

Instructions: Decide who starts. Take turns. Pull a card. See if that number will make an equation true. Put a marker on the space. Whoever fills all their spaces first goes to the tower and is the winner.

0

1

2

3

4

5

6

7

8

9

10