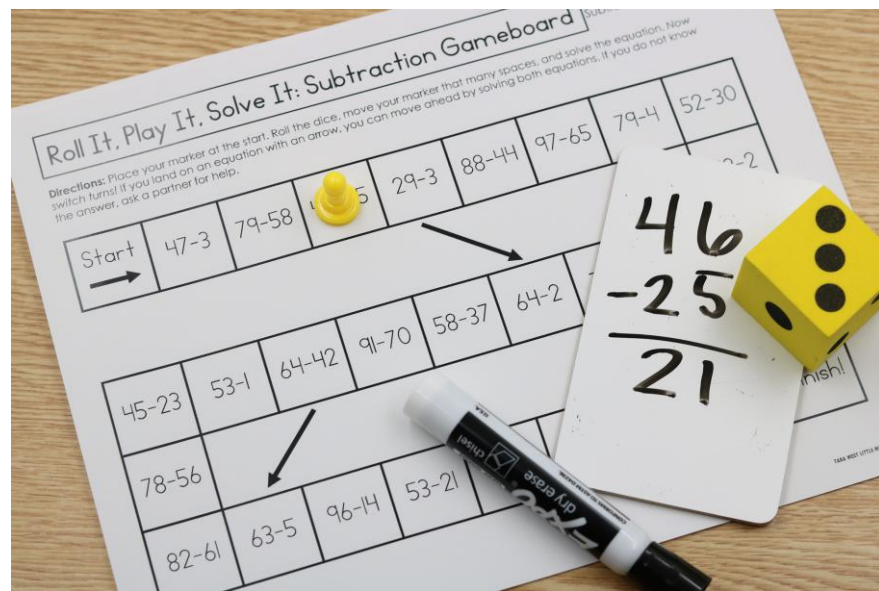
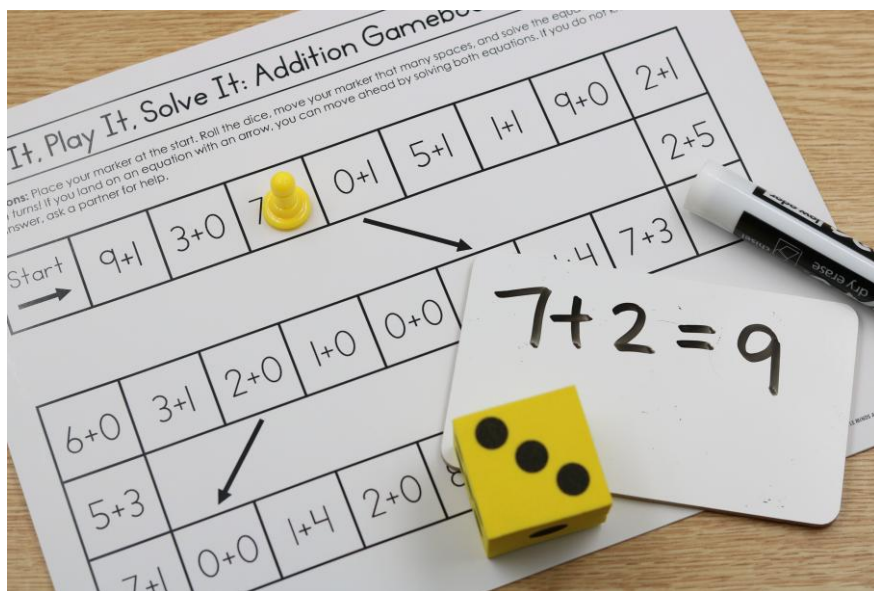
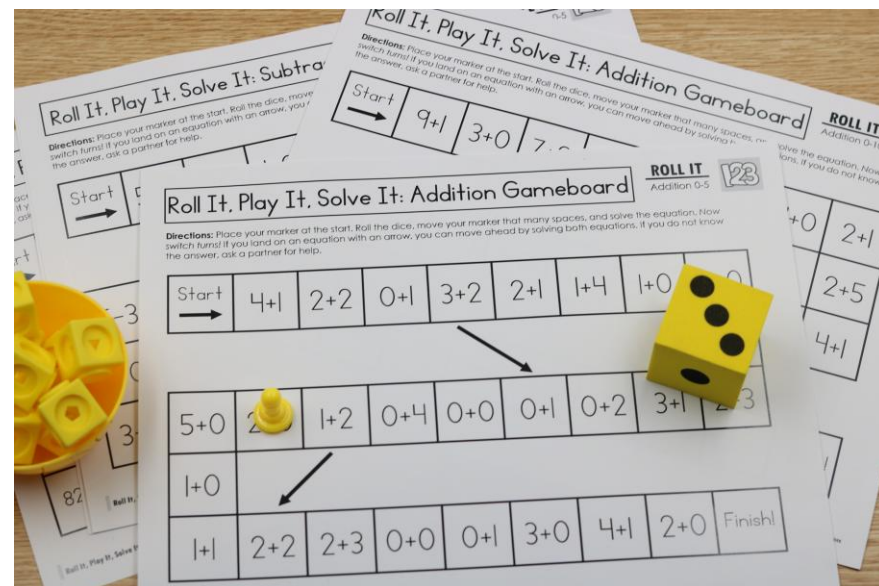


A NOTE FROM TARA WEST

Thanks so much for downloading the addition and subtraction supplemental resource: Gameboards free download. This resource offers 12 computation-based gameboards. The gameboards can be used in multiple settings: whole-group instruction, small-group instruction, independent math center, and/or at-home supplement. Students will complete the gameboards using the embedded directions. If you have any additional questions as always, feel free to email me at littlemindsatworkllc@gmail.com, follow me on [Facebook](#), or visit my blog, [Little Minds at Work](#).



Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-5



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$4+1$	$2+2$	$0+1$	$3+2$	$2+1$	$1+4$	$1+0$	$0+0$
								$1+1$
$5+0$	$2+0$	$1+2$	$0+4$	$0+0$	$0+1$	$0+2$	$3+1$	$2+3$
$1+0$								
$1+1$	$2+2$	$2+3$	$0+0$	$0+1$	$3+0$	$4+1$	$2+0$	Finish!

Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$4+5$	$2+1$	$0+7$	$1+0$	$6+4$	$1+1$	$3+2$	$0+0$
								$4+4$
$1+4$	$8+2$	$3+5$	$3+1$	$0+0$	$0+1$	$0+2$	$2+2$	$5+1$
$3+4$								
$2+1$	$6+3$	$2+0$	$3+3$	$0+1$	$5+4$	$1+2$	$5+5$	Finish!

Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$9+1$	$3+0$	$7+2$	$0+1$	$5+1$	$1+1$	$9+0$	$2+1$
								$2+5$
$6+0$	$3+1$	$2+0$	$1+0$	$0+0$	$3+1$	$4+4$	$7+3$	$4+1$
$5+3$								
$7+1$	$0+0$	$1+4$	$2+0$	$8+2$	$0+1$	$2+5$	$3+1$	Finish!

Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-20



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$0+1$	$4+2$	$8+3$	$12+4$	$4+1$	$7+3$	$15+5$	$0+0$
								$10+3$
$4+4$	$0+3$	$9+9$	$1+1$	$12+2$	$7+8$	$2+1$	$13+4$	$2+4$
$7+5$								
$10+9$	$2+2$	$4+3$	$11+9$	$0+1$	$5+4$	$6+7$	$9+1$	Finish!

Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-20



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$1+9$	$10+3$	$7+2$	$0+1$	$13+7$	$5+2$	$1+3$	$4+15$
								$6+6$
$8+8$	$1+10$	$3+3$	$1+0$	$2+12$	$1+1$	$2+16$	$3+0$	$1+7$
$2+3$								
$1+9$	$12+8$	$0+0$	$6+7$	$1+5$	$7+10$	$0+3$	$9+6$	Finish!

Roll It, Play It, Solve It: Addition Gameboard

ROLL IT
Addition 0-120



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$18+1$	$21+18$	$34+4$	$32+25$	$57+2$	$44+33$	$69+0$	$56+22$
								$73+6$
$53+24$	$58+0$	$97+12$	$45+1$	$84+15$	$91+8$	$78+11$	$82+7$	$63+16$
$67+2$								
$26+33$	$14+5$	$41+28$	$27+2$	$59+10$	$36+3$	$72+17$	$48+1$	Finish!

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-5



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	5-0	2-2	1-0	4-4	3-0	0-0	3-1	5-1
								2-1
5-3	2-0	5-1	4-2	3-1	1-1	5-2	4-3	5-5
1-0								
3-2	4-1	5-4	3-0	2-1	3-3	5-5	4-0	Finish!

Arrows indicate transitions: from the 4-4 box to the 2-1 box, and from the 1-0 box to the 3-2 box.

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	4-1	2-2	5-1	0-0	3-0	6-4	8-5	10-2
								2-1
6-2	9-3	3-1	7-2	5-3	1-0	8-1	9-7	7-5
1-1								
8-4	7-7	9-6	10-7	4-3	10-5	9-5	2-0	Finish!

Arrows indicate transitions: from the 0-0 equation to the 2-1 equation, and from the 1-1 equation to the 7-7 equation.

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	10-9	7-4	9-9	6-5	10-7	2-0	8-7	3-2
								9-8
8-4	7-6	10-3	4-2	9-6	6-4	8-6	7-2	10-5
9-4								
6-3	10-4	8-3	7-1	9-2	5-4	8-0	10-2	Finish!

Arrows indicate special rules: one arrow points from the 6-5 equation to the 9-8 equation, and another arrow points from the 9-4 equation to the 10-4 equation.

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-20



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	20-3	18-5	15-3	20-2	14-1	19-8	12-0	13-2
								20-7
17-4	20-1	18-5	15-5	14-3	19-5	18-6	17-7	11-1
19-9								
15-2	18-4	14-1	20-9	13-1	17-6	19-2	10-9	Finish!

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-20



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	17-10	20-11	15-13	19-9	13-10	16-10	18-13	14-10
								11-11
16-15	19-11	17-16	13-11	18-12	15-10	20-19	12-10	19-12
14-12								
12-11	20-15	10-9	18-16	16-11	17-12	11-10	10-8	Finish!

Roll It, Play It, Solve It: Subtraction Gameboard

ROLL IT
Subtraction 0-120



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and solve the equation. Now *switch turns!* If you land on an equation with an arrow, you can move ahead by solving both equations. If you do not know the answer, ask a partner for help.

Start →	$47-3$	$79-58$	$46-25$	$29-3$	$88-44$	$97-65$	$79-4$	$52-30$
								$58-2$
$45-23$	$53-1$	$64-42$	$91-70$	$58-37$	$64-2$	$73-51$	$84-63$	$69-47$
$78-56$								
$82-61$	$65-3$	$96-14$	$53-21$	$87-5$	$67-45$	$89-34$	$74-22$	Finish!



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