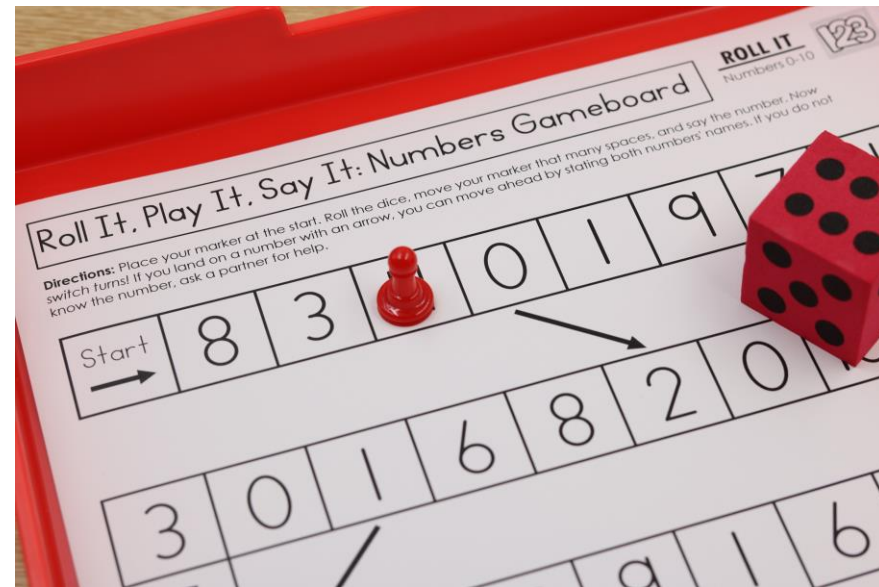
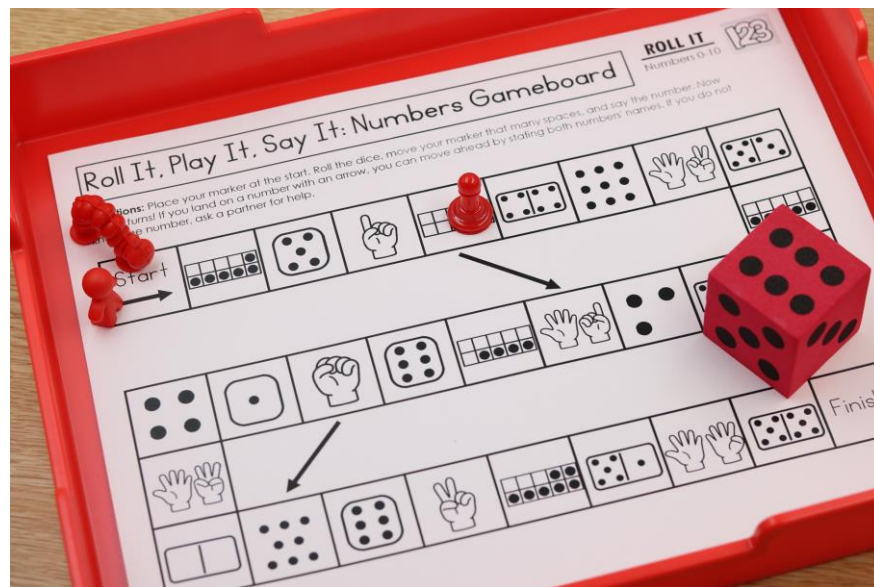


■ A NOTE FROM TARA WEST

Thanks so much for downloading the numbers supplemental packet: Gameboards free download. This packet offers 15 numbers-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](#).

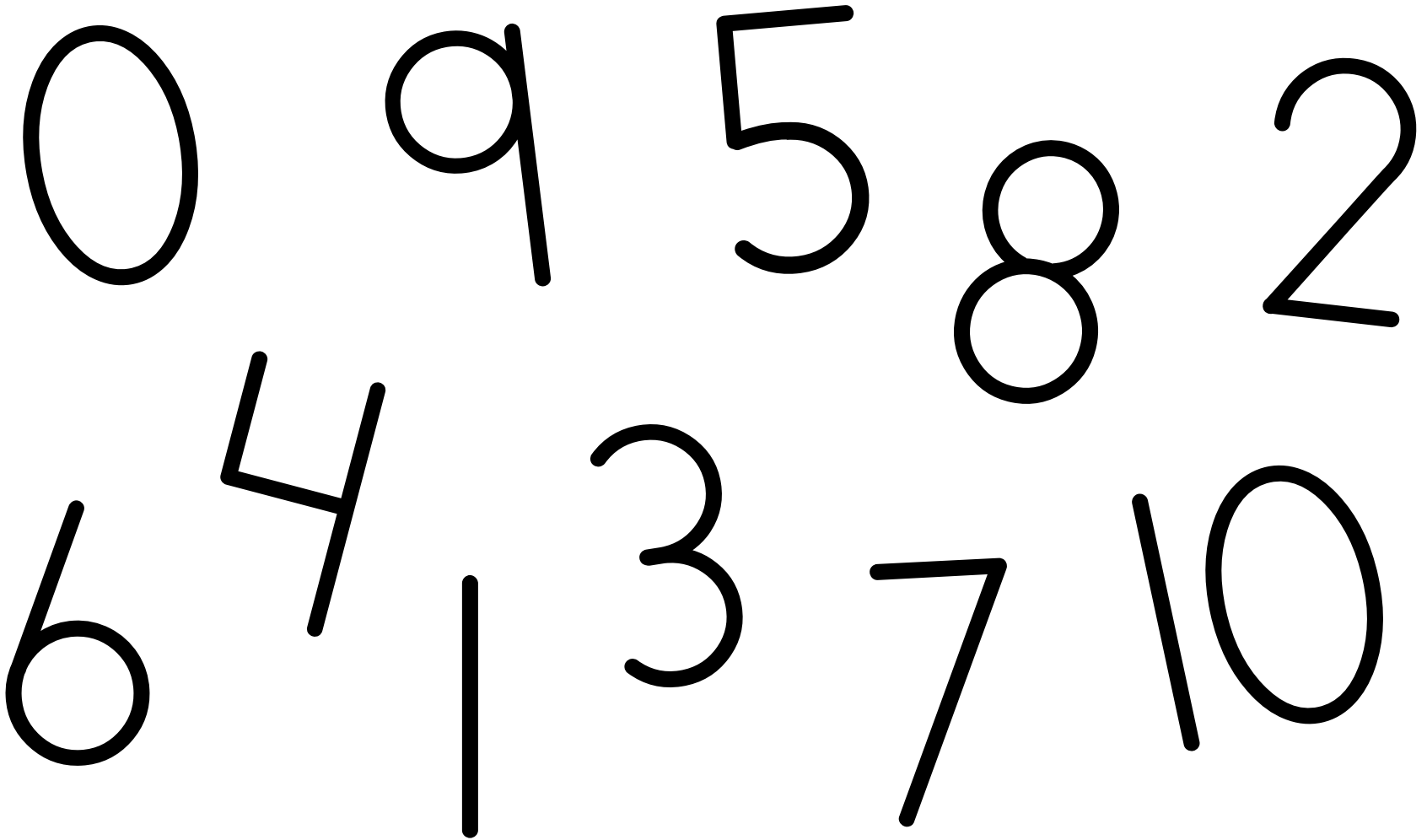


I Spy: Numbers 0-10 Review Gameboard

SPY IT
Numbers 0-10

123

Directions: With a partner, take turns spotting a number. *I'll go first...* "I spy, with my little eye, the number 5!"

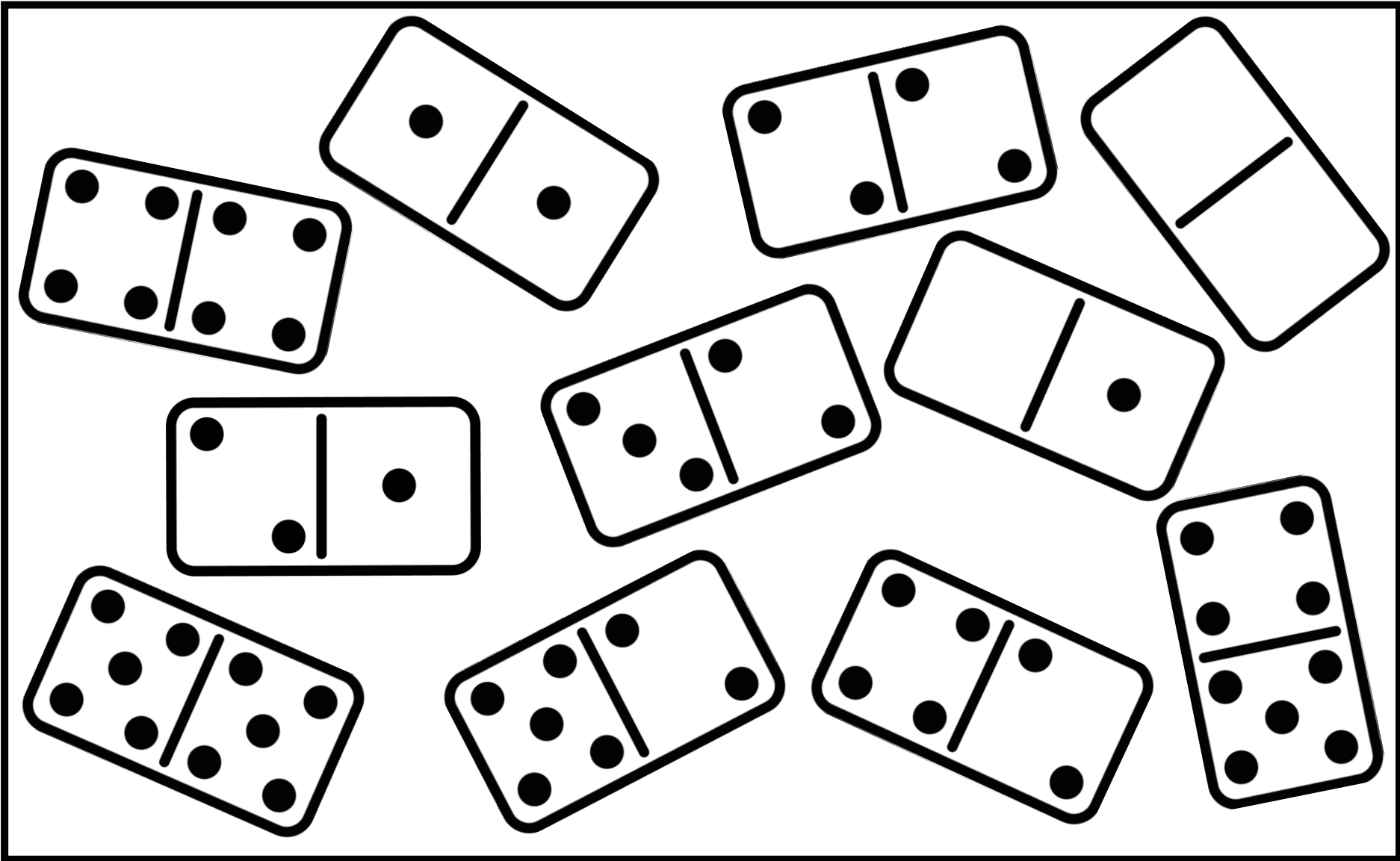


I Spy: Numbers 0-10 Review Gameboard

SPY IT
Numbers 0-10

123

Directions: With a partner, take turns spotting a number. *I'll go first...* "I spy, with my little eye, the number 5!"

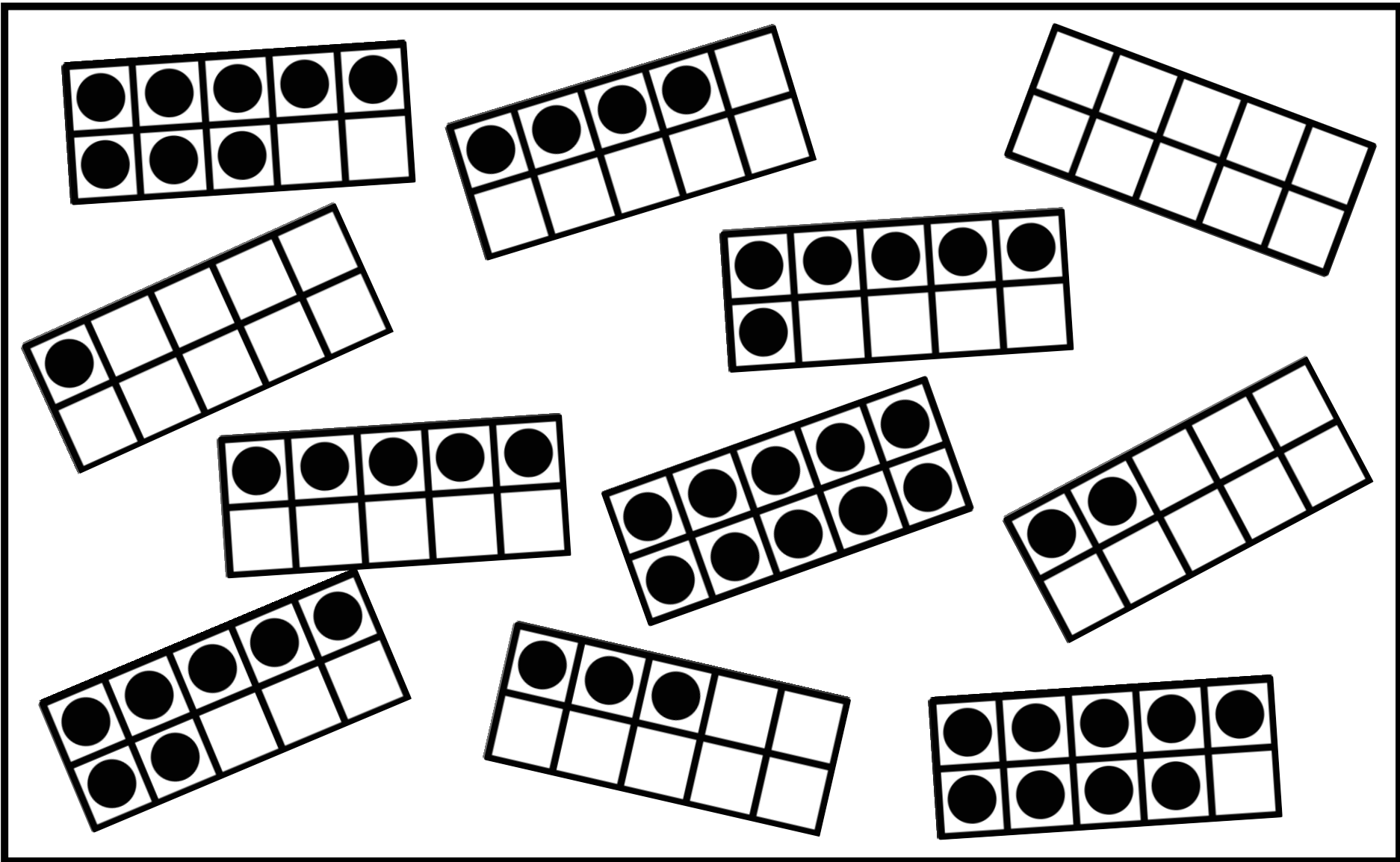


I Spy: Numbers 0-10 Review Gameboard

SPY IT
Numbers 0-10

123

Directions: With a partner, take turns spotting a number. *I'll go first...* "I spy, with my little eye, the number 5!"

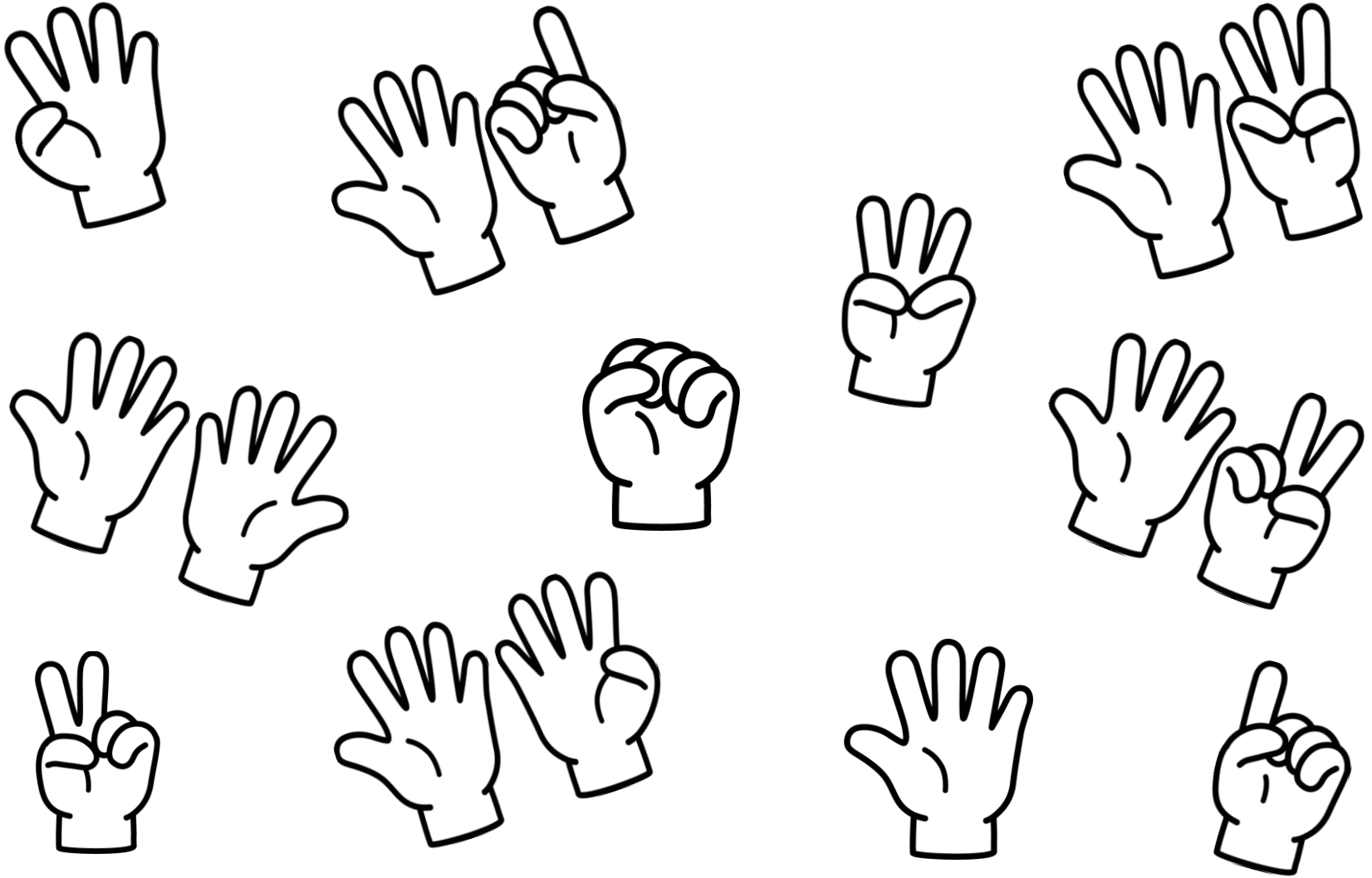


I Spy: Numbers 0-10 Review Gameboard

SPY IT
Numbers 0-10

123

Directions: With a partner, take turns spotting a number. *I'll go first...* "I spy, with my little eye, the number 5!"

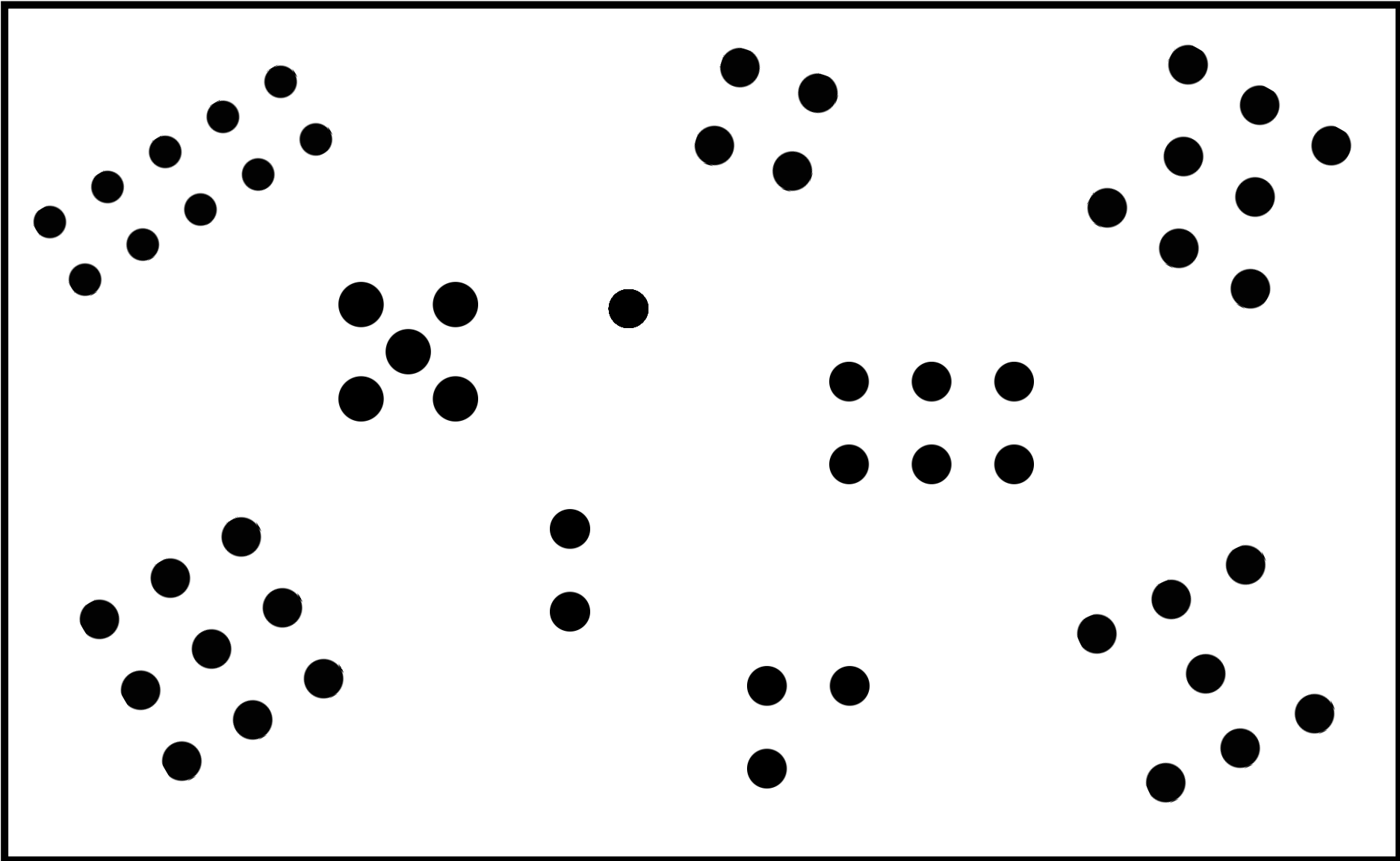


I Spy: Numbers 1-10 Review Gameboard

SPY IT
Numbers 1-10

123

Directions: With a partner, take turns spotting a number. *I'll go first...* "I spy, with my little eye, the number 5!"



Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-5



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

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

Arrows indicate special moves: from the 0 in the first row to the 2 in the second row, and from the 1 in the third row to the 4 in the bottom row.

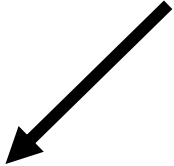
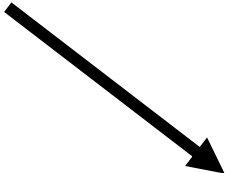
Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 6-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

Start →	7	9	10	6	8	9	7	10
								6
9	10	7	6	8	9	6	10	7
7								
8	6	10	9	7	6	8	9	Finish!



Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

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

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

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

Arrows indicate jumps: from the '3' in the first row to the '6' in the second row, and from the '6' in the third row to the '0' in the bottom row.

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

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

Arrows indicate jumps: from the '0' in the first row to the '2' in the second row, and from the '7' in the third row to the '5' in the fourth row.

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-5



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

Start →								
								Finish!

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 6-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

Start →								
								Finish!

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

Start →								
								Finish!

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.

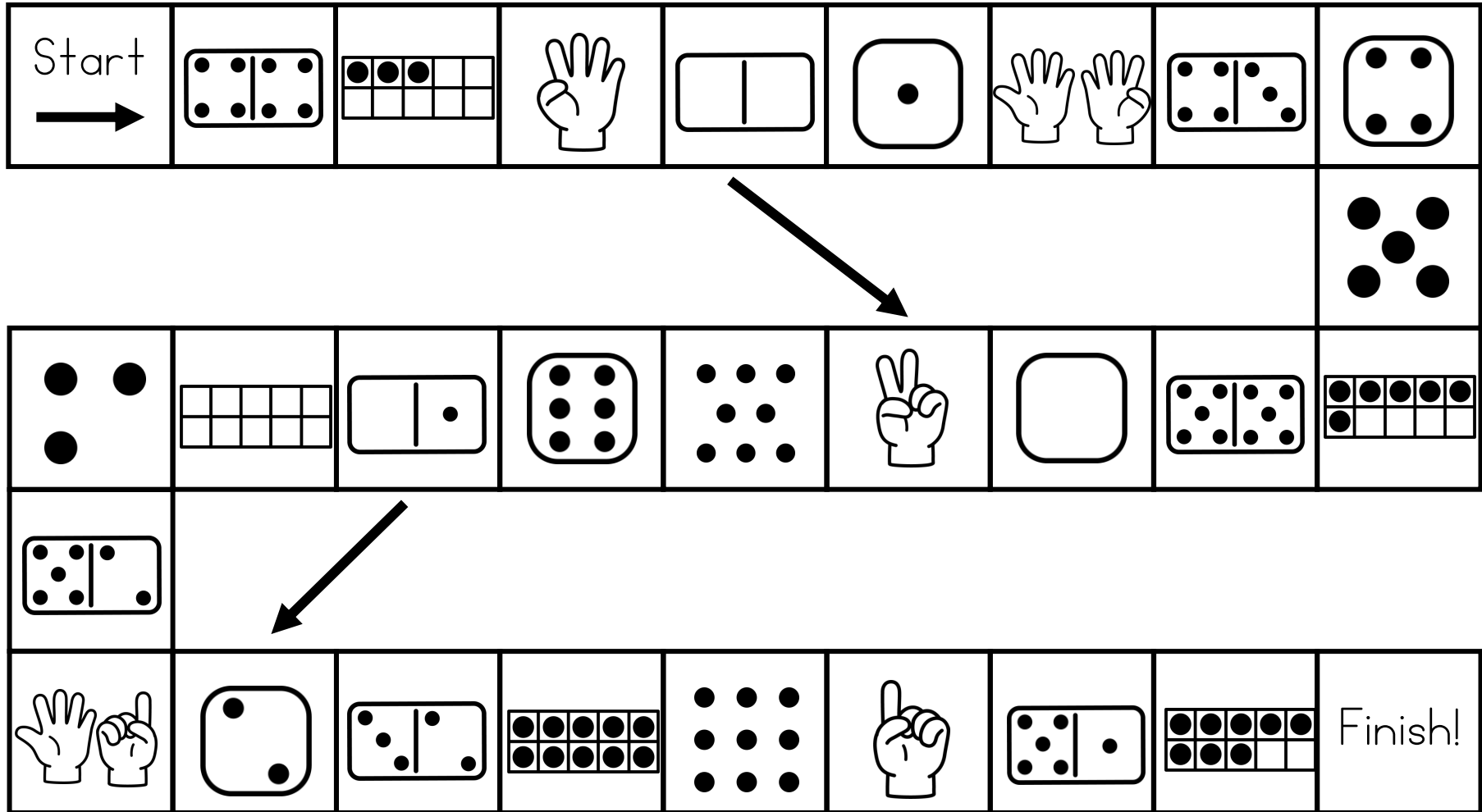
Start →								
								Finish!

Roll It, Play It, Say It: Numbers Gameboard

ROLL IT
Numbers 0-10



Directions: Place your marker at the start. Roll the dice, move your marker that many spaces, and say the number. Now *switch turns!* If you land on a number with an arrow, you can move ahead by stating both numbers' names. If you do not know the number, ask a partner for help.





This packet is the property of Tara West of Little Minds at Work and is protected through copyright and trademark registrations. All rights reserved.

No part of this digital download may be reproduced electronically, shared without additional licenses, or placed on the internet for others to access without the prior permission from the publisher, Tara West.

If you are a school district using this download as curriculum for more than one teacher an additional school license will need to be purchased.

Fonts used within this download are intellectual property of Print Designs by Kris.

The clipart images are intellectual property of Laura Strickland of Whimsy Clips.

Contact Information

Email: littlemindsatworkLLC@gmail.com

Website: www.littlemindsatwork.org

Store: <http://www.teacherspayteachers.com/Store/Tara-West>