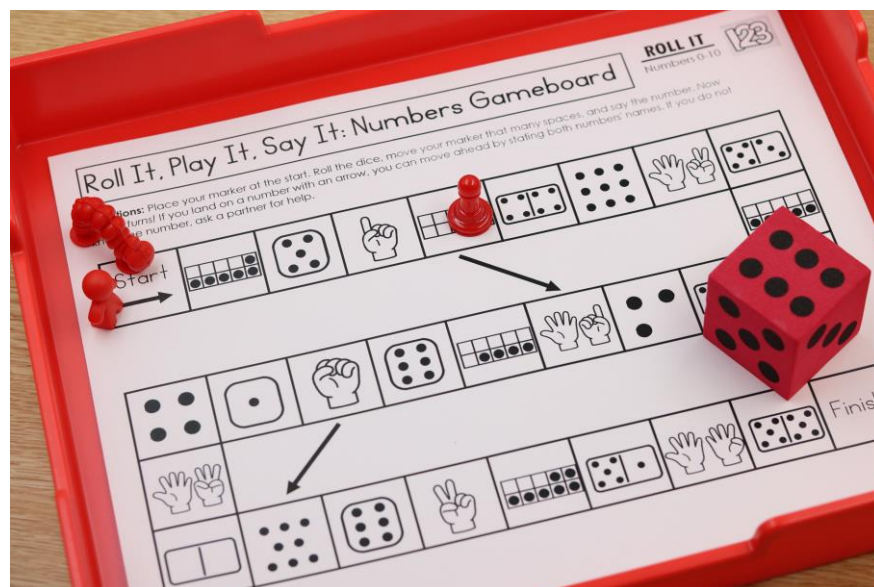


■ A NOTE FROM TARA WEST

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](#).

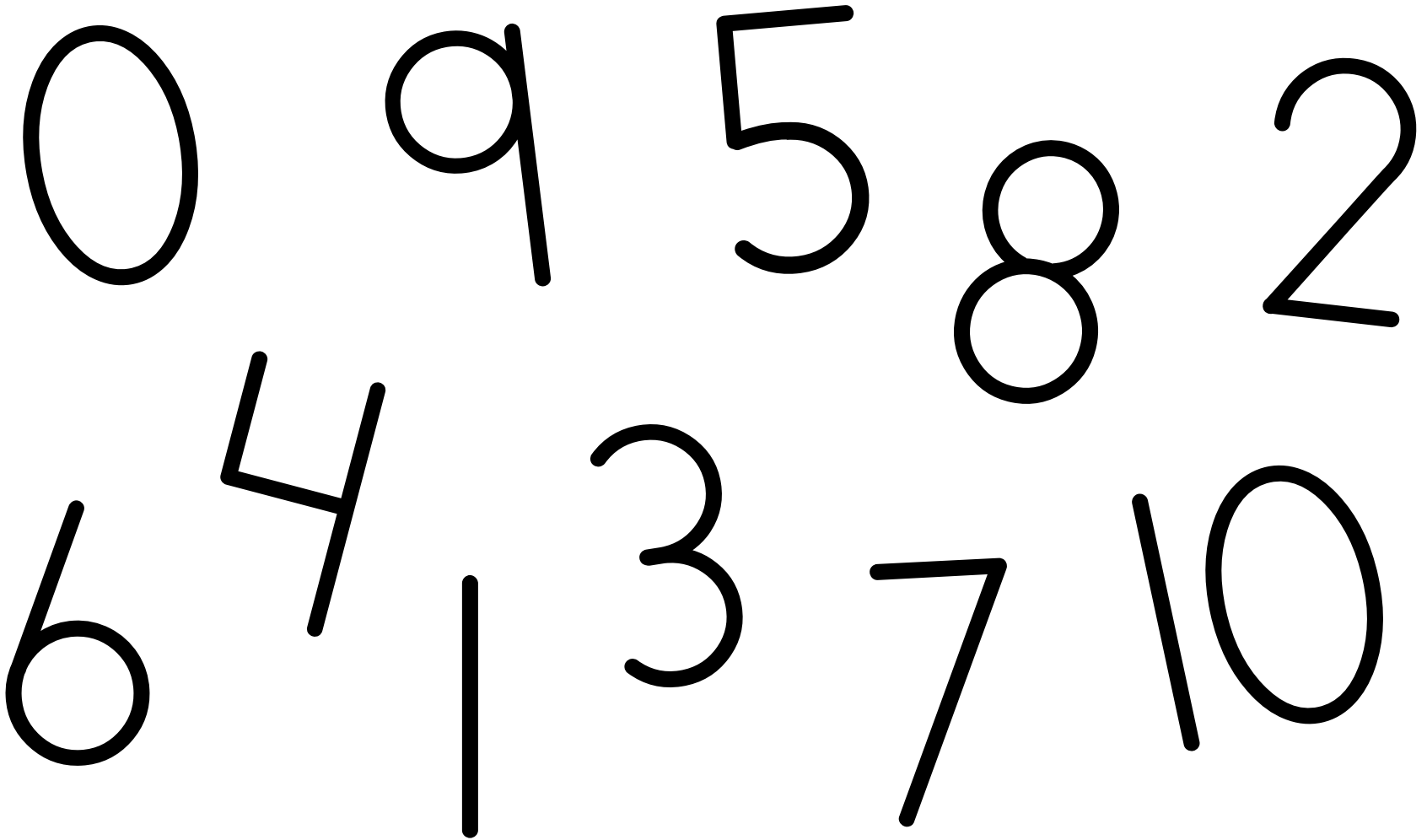


I Spy: Numbers 0-10 Review Gameboard

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!"

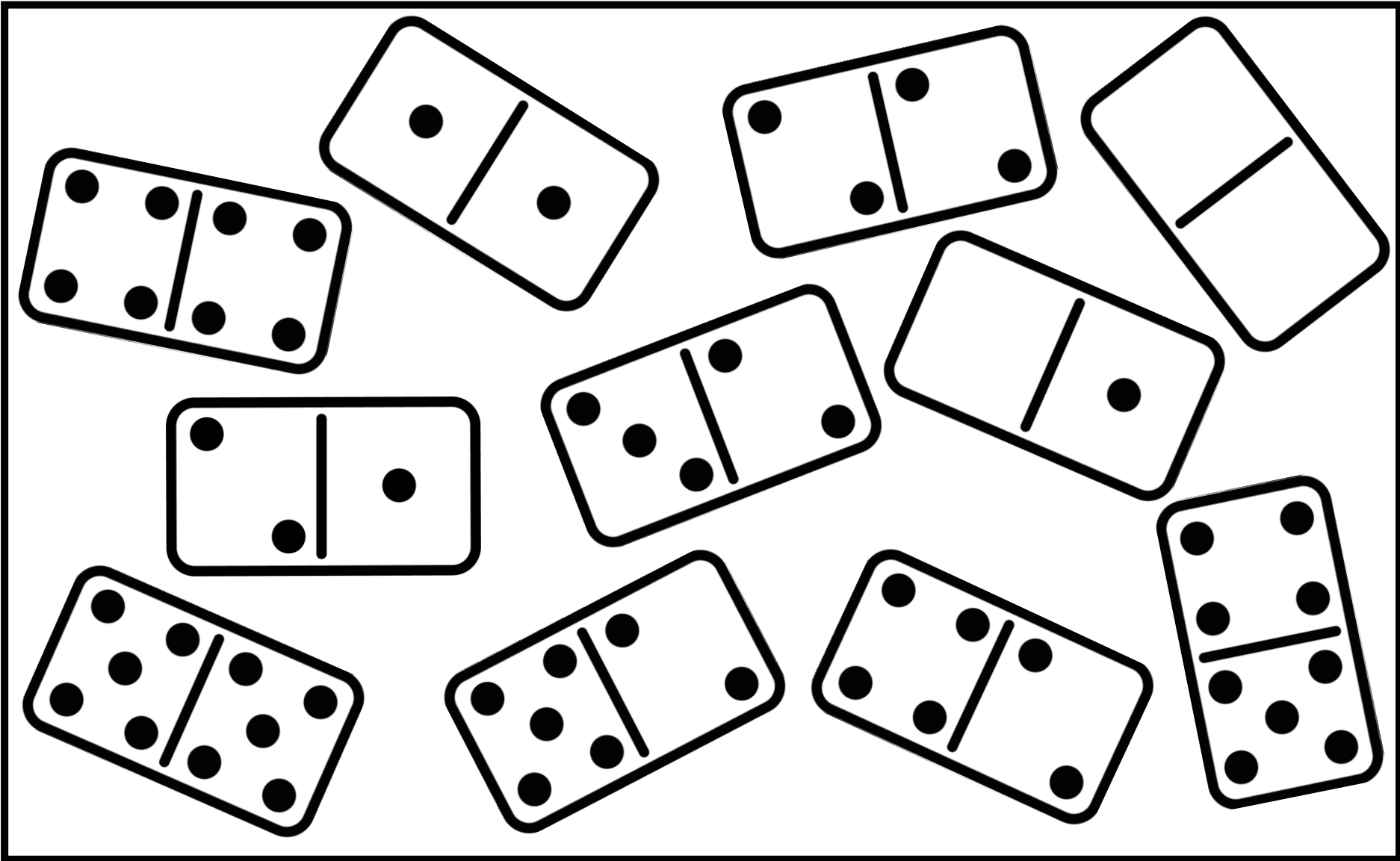


I Spy: Numbers 0-10 Review Gameboard

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!"

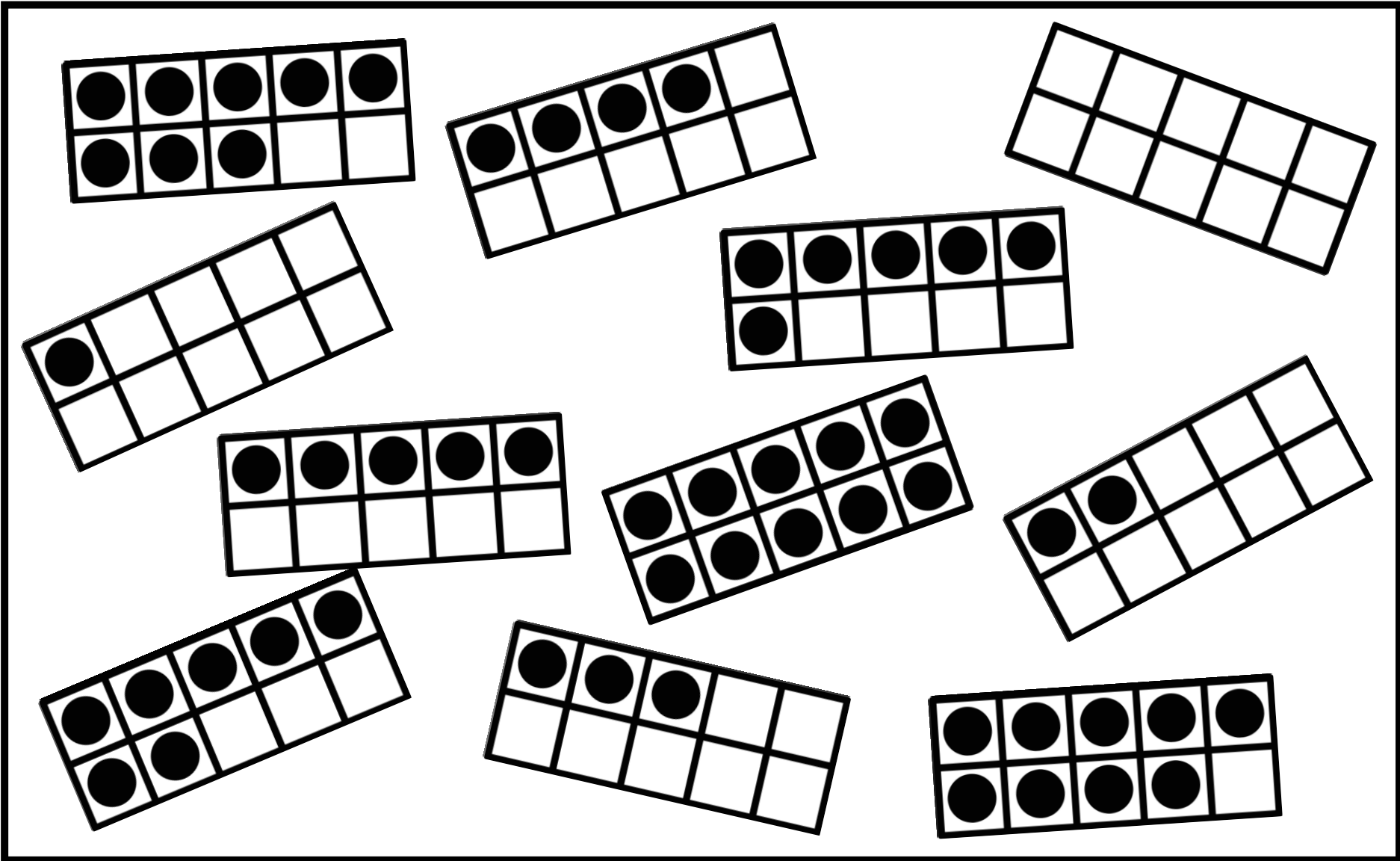


I Spy: Numbers 0-10 Review Gameboard

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!"

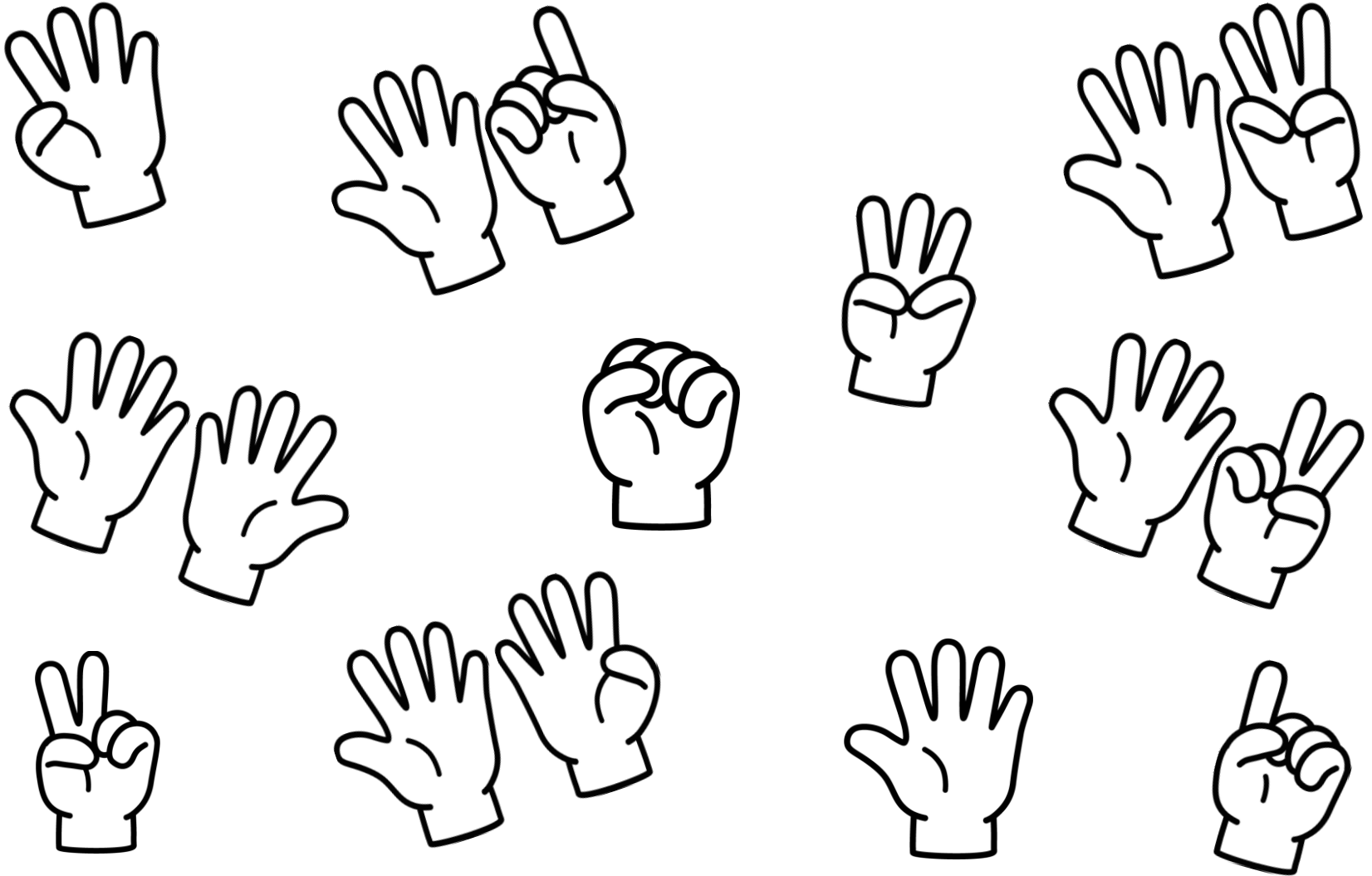


I Spy: Numbers 0-10 Review Gameboard

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!"

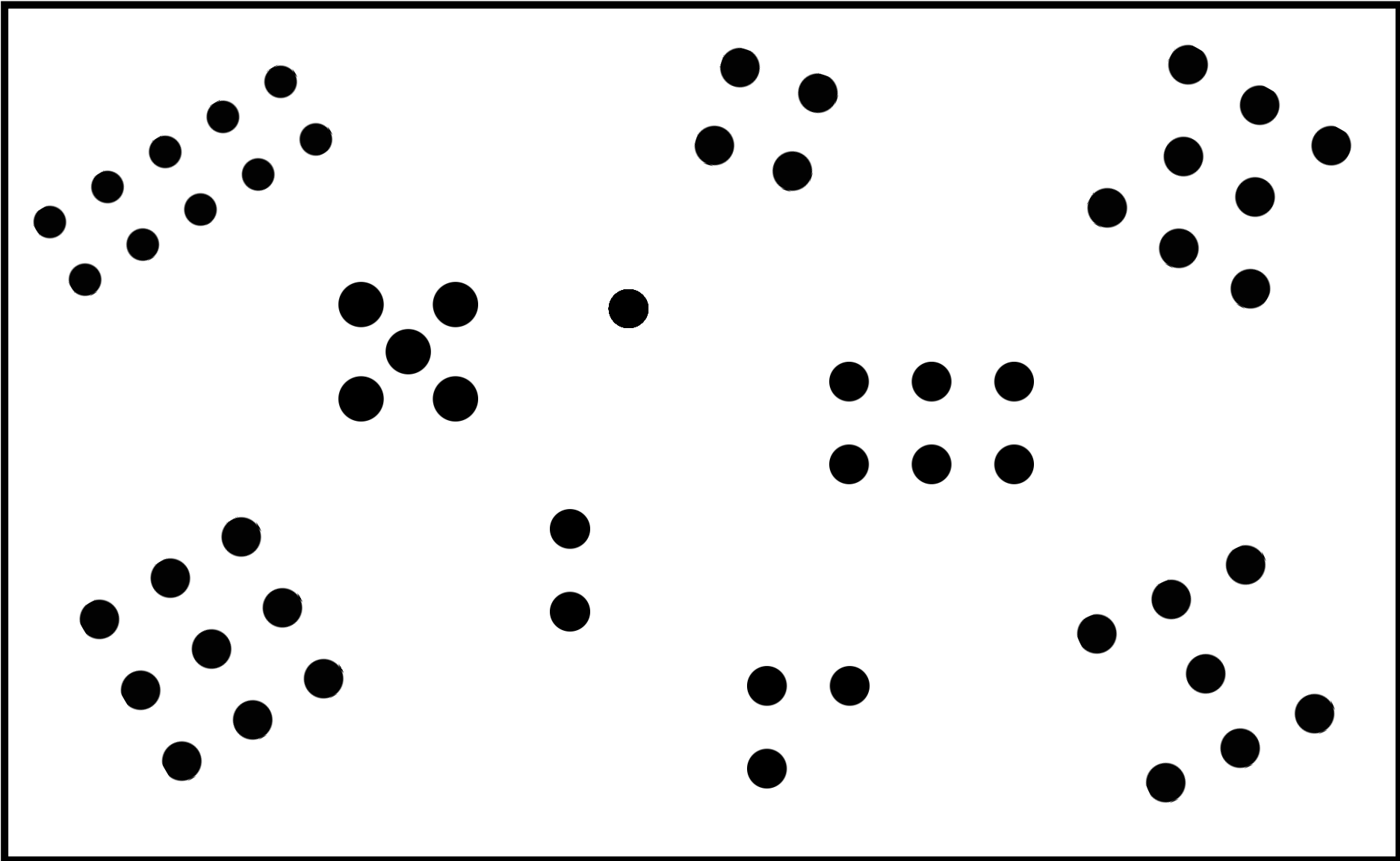


I Spy: Numbers 1-10 Review Gameboard

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 movement 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 fourth 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!

Arrows indicate movement from the number 6 in the first row to the number 9 in the second row, and from the number 7 in the third row to the number 10 in the fourth 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 →	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!

Arrows indicate movement from the '0' space in the first row to the '5' space in the second row, and from the '7' space in the third row to the '3' space 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 →	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.

Start →								
								Finish!



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