TREASURE CHEST

CHANCE CHEST

4

2

1

START

ROLL AGAIN

9

**LUCKY DUCKY!** Go through start and land on A+ on Math Test!

8

DETENTION

7

6

**A+ on Math Test** Collect Reward from Treasure Chest

5

3

Caught Cheating Go to Detention

TEACHER DIRECTIONS: PRINT COLOR COPIES OF GAME BOARD, CARDS, AND ENOUGH TALLY SHEETS FOR EACH STUDENT TO HAVE THEIR OWN. Place Cards on matching color block on game board. Give each student a dice and a game board piece. Guide students through playing the game.

STUDENT DIRECTIONS: Place playing piece on the start block. Roll dice and move forward the number rolled. Decide if you want to go for a chance card or treasure card. Treasure cards always pay out a little. Chance cards pay BIG sometimes and other times take money away. The card tells you what the place value is of the number you land on. If you land on the number 3 block and draw a **thousand +** card from the treasure chest or chance chest you add 3,000 to your score sheet. If you draw a **tens –** from the chance chest you have to subtract 30. The player to have the largest total value when all of the treasure chest and chance chest cards have been used is the winner.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PLUS | | | | | | | | | | MINUS | | | | | | | | | |
| M |  |  | T | H | T | O | . | T | H | M |  |  | T | H | T | O | . | T | H |

TOTAL SCORE:

D

Go to A+ MATH

THOUSAND

+

HUNDRED

+

TEN

+

ONE

+

TENTH

+

HUNDREDTH

+

Go to START

GO BACK TWO SPACES

ROLL AGAIN

GO TO DETENTION

TEN

-

HUNDREDS

-

ONES

-

MILLION

+

HUNDREDTHS

-

THOUSAND

+