# CREPY OPERATIONS

#### Pres PRINT AND GO GAME

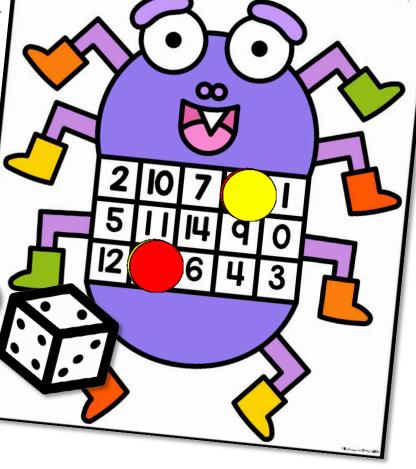
Play in pairs. Each player will need 10 counters each. Players take turns.

Directions: Cover a number on the board. Roll a die. Add the number covered to the number on the die.

The sum is the score for that round. The player with the greatest sum wins that round.

Continue until each player completes 10 rounds.





# CREEPY

# OPENATIONS

#### Pres PRINT AND GO GAME

CREEPY DO DO COUNTERS to the Turns.

Play in pairs. Each player will need 10 counters each Players take turns.

Add the number covered to the number on the die. The

Play in pairs. Each player will need 10 counters each Players take turns.

Directions Cover a number on the board. Roll a die. Add the number covered to the number on the die. The sum is the score for that round. The player with the greatest sum wins that round. Continue until each player sum is the score for that round. The player with the greatest of sum is the score for that round. The player with the greatest of sum is the score for that round. The player with the greatest sum wins that round.

Directions: Cover a number on the board. Roll a die. Add the number covered to the number on the die. The sum is the score for that round. The player with the greatest sum wins that round. Continue until each player completes 10 rounds.

#### (REEPY ADDITION)

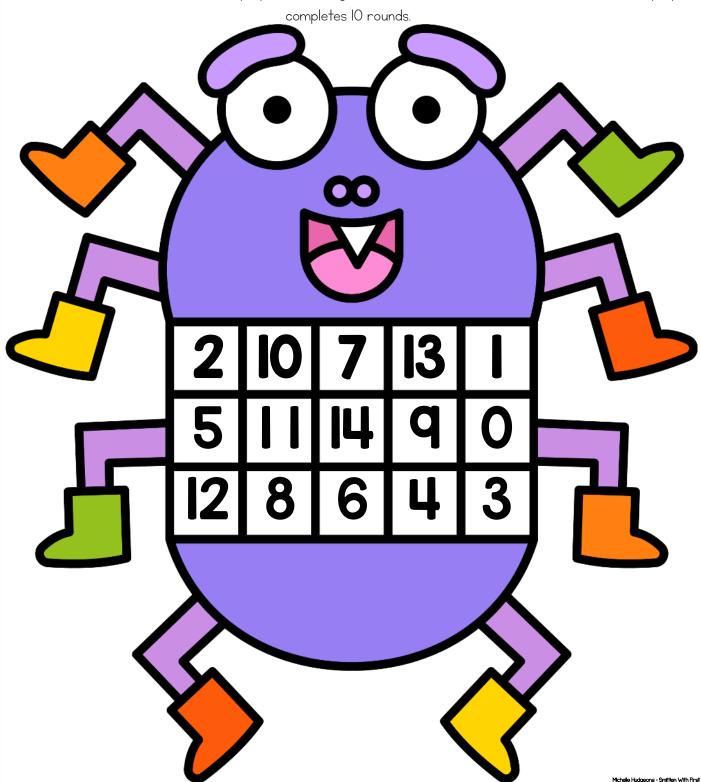
Round	Player I	Player 2
ı	12	8
2	5	<b>I</b> 5
3		
4		
5		
6		
7		
8		
q		
10		

Bligger Co Av

## CREEPYADDITION

Play in pairs. Each player will need 10 counters each. Players take turns.

Directions: Cover a number on the board. Roll a die. Add the number covered to the number on the die. The sum is the score for that round. The player with the greatest sum wins that round. Continue until each player



## CREEPY ADDITION &

Round	Player I	Player 2
2		
3		
4		
5		
6		
7		
8		
q		
10		

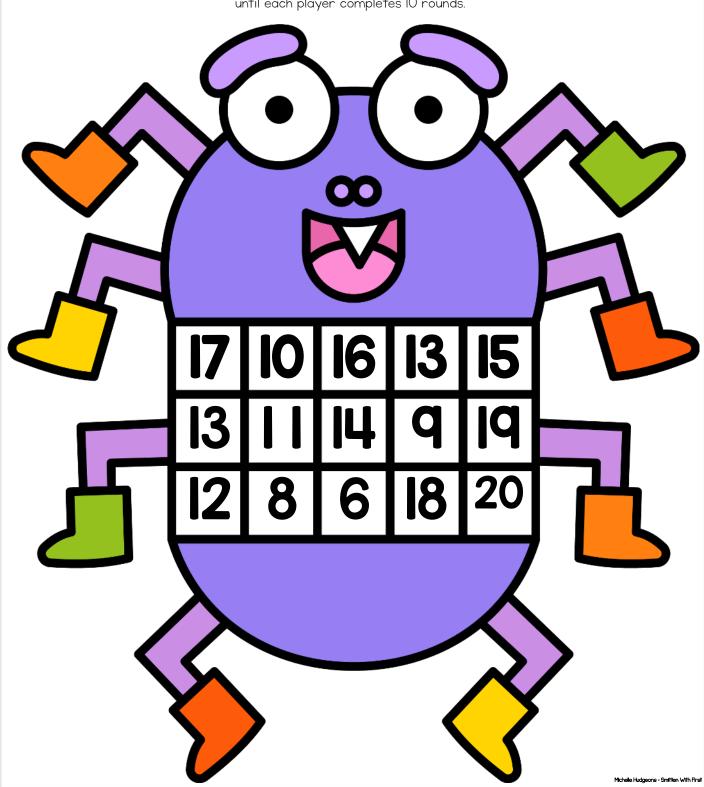
## CREEPY ADDITION X

Round	Player I	Player 2	Winner
2			
3			
4			
5			
6			
7			
8			
q			
10			

#### CREEPYS COM

Play in pairs. Each player will need 10 counters each. Players take turns.

Directions: Cover a number on the board. Roll a die. Subtract the number on the die from the covered number. The difference is the score for that round. The player with the greatest difference wins that round. Continue until each player completes 10 rounds.



## CREEPYSUBTRACTION &

Round	Player I	Player 2
2		
3		
4		
5		
6		
7		
8		
q		
10		

### CREEPYSUBTRACTION &

Round	Player I	Player 2	Winner
2			
3			
4			
5			
6			
7			
8			
q			
10			

#### TERMS OF USE

- The purchased license/download for this resource is for a SINGLE CLASSROOM USE ONLY. If you plan to share this resource
  or any of the activities included in this resource with other teachers, an additional license must be purchased for each
  additional classroom use.
- The included activities and files are creative property of Michelle Hudgeons and CANNOT be upload or shared on a public site, distributed, copied, sold, or edited. Any violations will be enforced through legal remedies.
- Visit my blog (smittenwithfirstblog.com) and social media for more resources, freebies, and ideas.

#### **CLICK HERE!**

STORE

**INSTAGRAM** 

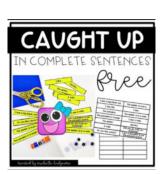
**BLOG** 

**FACEBOOK** 

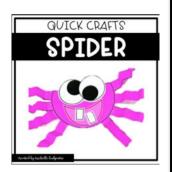


#### RELATED RESOURCES









#### **CREDITS**











