



# Space Explorer Game



*Play games on the back of the workbook!*

All Games: Use playing pieces (game pawns or other small objects). Move around the board by rolling a die, spinning a spinner, or pulling a number from a container. Players start every turn from a spaceship. Players can roll first and then choose the spaceship to start from.

*Optional Rule:* Before a player rolls, they can say a roll again number from 0 to 9. This would be a number that they do not need to collect for their problem, but if they can get to that planet from the spaceship, they can roll again.

Move around the board to collect the numbers needed to complete your task. If you need more than one of the same number, you must land on that space for each time you need the number. Players write the numbers as they collect them until they have all the numbers to make a problem. The first player to complete the task wins.

Games (tasks to complete to win):

**Problem Solving Game 1:** A list of problems (2 to 5 or 1 longer problem) is given. Players roll and move around the board to collect the numbers needed to make the *problems*. Problems can include fraction problems.

**Problem Solving Game 2:** A list of problems (2 to 5) is given. Players roll and move around the board to collect the numbers needed to make the *answers*. Problems can include fraction problems.

Problems from the workbook can be used for these games, or other problems can be created by the teacher or players.

**Make a Problem Game:** Players agree on the type of problem to make, such as multiplying 2 two-digit numbers. Players will then move around the board and make a problem including the answer to win the game. Each player can make a different problem.

*Create your own games, too!*