

Number
Unit 6 Line Master 3a

Marsh Dash!

Gameboard A

The gameboard consists of a winding path through a marsh. The path starts at a circle labeled "Start" and ends at a circle labeled "Finish". The path is divided into several sections, each containing math problems or game events. The path is illustrated with marsh reeds, water, a turtle, a duck, and a frog.

Start

27 × 3 ? ÷ 4 = 24 128 × 5 39 ÷ 3 Repairs: Miss a turn Cross the bridge 133 × 7 9 ÷ 2

75 ÷ 5 Repairs: Miss a turn 52 ÷ 6 ? ÷ 9 = 18 21 × 6 Hole: Move back 2 29 ÷ 4

30 × 6 72 ÷ 9 ? × 8 = 72 Cross the bridge 30 ÷ 6 200 × 4

53 × 8 84 ÷ 4 103 × 6 86 ÷ 4 317 × 3 49 ÷ 8 Broken board: Move back 2 37 × 7

? ÷ 8 = 14 Turtle crossing Move back 2 ? × 9 = 63 215 × 4

78 ÷ 9 64 × 7 47 ÷ 5

84 ÷ 8 40 × 5 32 ÷ 4 85 × 8 ? × 3 = 24

153 × 5 84 ÷ 8 300 × 3

98 × 9 56 ÷ 7 99 ÷ ? = 9 Cross the bridge

Finish

Number
Unit 6 Line Master 3b

Marsh Dash!

Gameboard B

The gameboard is a winding path through a marsh. It starts at a 'Start' circle and ends at a 'Finish' circle. The path is divided into several sections, each containing math problems or event cards. There are three bridges across the path, each with a ladder leading up to it. The path is decorated with illustrations of a frog, a turtle, a duck, and various marsh plants.

Start

34 × 3 83 ÷ 9 ? × 5 = 790 78 ÷ 6 Repairs: Miss a turn Cross the bridge 142 × 5 29 ÷ 2

85 ÷ 5 Repairs: Miss a turn 390 ÷ 10 304 ÷ ? = 8 41 × 4 Hole: Move back 2 129 ÷ 4

93 × 6 560 ÷ 7 ? ÷ 9 = 12 Cross the bridge 121 × 5 91 ÷ 8 30 × 8 37 ÷ 4 2000 × 4

100 × 9 151 × 2 ? × 4 = 212

40 × 5 720 ÷ 9 329 × 3 Cross the bridge 330 ÷ 6

97 ÷ 5 106 × 6

93 × 6 692 ÷ 4 139 × 5 816 ÷ 4 333 × 3 439 ÷ 8 Broken board: Move back 2 8 × ? = 32

? × 4 = 868 75 ÷ 9

Finish

Number
Unit 6 Line Master 3c

Marsh Dash!

Blank Gameboard

