

# Along the Path

## You need:

- Number Paths for each player (download or purchase at [www.mathematicallyminded.com](http://www.mathematicallyminded.com)), the ones you can purchase have a coating that allows students to write on them with dry erase markers and wipe them off easily.
- Wooden Cube with +0, +1, +2
- Dry Erase Marker for each player

1. First player rolls the cube and crosses off that amount on their Number Path.
2. Play continues to each student, crossing off the amount they roll each time.
3. The winner is the first player to reach the end of the path (20).

## *Differentiation:*

-Wooden Cube with -0, -1, -2. Once students have worked up to the 20, they can work down the path to be the first person to erase their Path.

-Wooden Cube with +0, +1, +2, -0, -1, -2. Have players go Up and Down the path. The winner is the first player to reach the end of the path (20).