

MATHOPOLY



1. Place your counters on start and write your names on the score card.
2. On your turn, roll the dice and move your counter around the board clockwise.
3. If you land on a coloured space, answer the question correctly to score the points.

4. If you land on a challenge space, pick up a challenge card and answer the problem correctly to score the points.
5. If you land on a chance space, pick up a chance card for a trick or treat!
6. The first player to reach 50 points wins!

Place your
challenge
cards here.

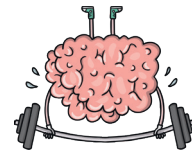
Place your
chance
cards here.

Change from 20p for 0p

+2 points

Change from 20p for 19p

+2 points



Challenge

Change from 20p for 10p

+2 points

Change from 20p for 9p

+3 points

Change from 20p for 2p

+3 points

Change from 20p for 18p

+3 points

Change from 20p for 13p

+4 points

Roll a dice!
If the number is even, pick up a **chance card**.
If it is odd, pick up a **challenge card**.



Pick up a chance card.
Good luck!

Change from 20p for 9p + 1p

+5 points

Change from 20p for 3p + 7p

+5 points

Change from 20p for 4p + 4p

+5 points



Chance

Change from 20p for 17p

+4 points

Change from 20p for 14p

+4 points

Pick up a challenge card.
Good luck!



+4 points

Change from 20p for 8p

+3 points

Change from 20p for 11p

+3 points

Change from 20p for 5p

+3 points

Change from 20p for 15p

+2 points

Change from 20p for 20p

Chance



+2 points

Change from 20p for 1p

+2 points

Change from 20p for 10p

Start
Collect 5 points every time you pass start.



+4 points

Change from 20p for 12p

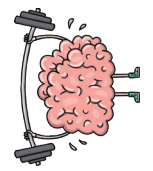
+4 points

Change from 20p for 4p

+5 points

Change from 20p for 15 + 1p

Challenge



+5 points

Change from 20p for 2p + 8p

+5 points

Change from 20p for 17p + 2p