

Invited to the Round Table!

Roll again!

You Win!

Start
▶

Pick A Card

Poked by a corner!
Move back 1 space!



Pick A Card

Pick A Card

Race to the Round Table

Feast made you sick.

Lose a turn.

Surrounded by Circumscibes!
Lose a turn.

Pick A Card

Pick A Card

Celebrate at the Medieval Feast.
Roll again.

Won sword fight!
Move ahead 2 spaces.



Glue Card Pocket Here

Pick A Card

Pick A Card

Go for a ride to think.

Lose a turn.

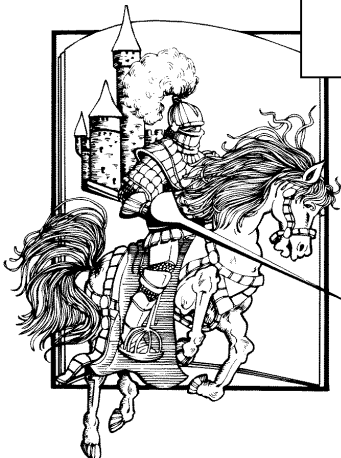
A dragon is coming!

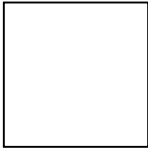
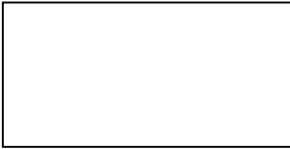
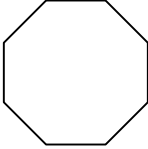
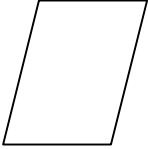
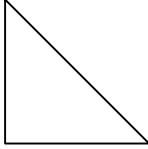
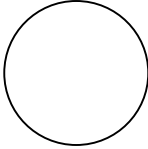
Move back 1 space!

Pick A Card

Became a knight!
Move ahead 1 space.

Pick A Card



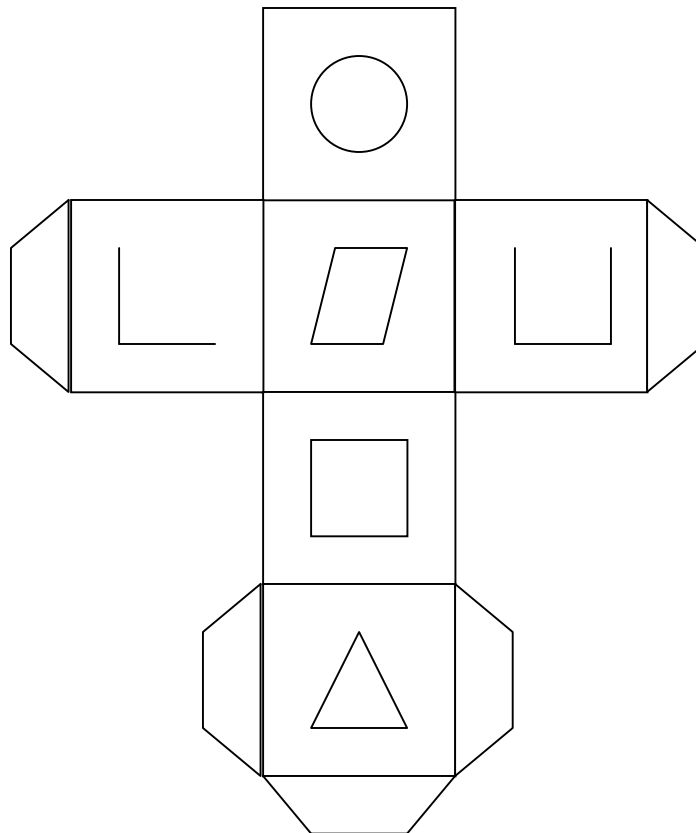
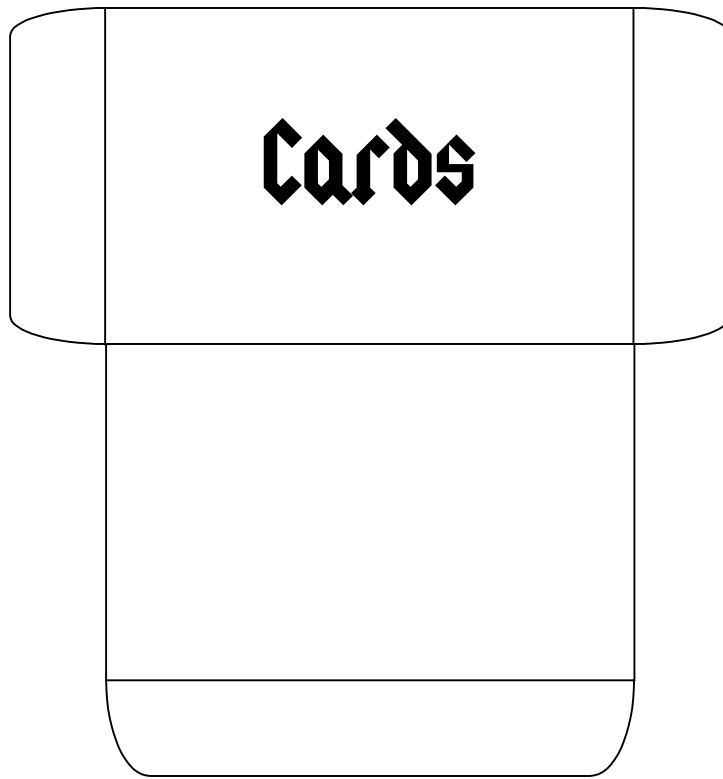
<p>Name this shape.</p>  <p>If correct, roll again.</p>	<p>Name this shape.</p>  <p>If correct, roll again.</p>
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<p>Name this shape.</p>  <p>If correct, roll again.</p>	<p>Name this shape.</p>  <p>If correct, roll again.</p>
<p>What is the measurement from the center point in the circle out to the edge called?</p> <p>If correct, roll again.</p>	<p>What is a flat shape bounded by three or more straight lines called?</p> <p>If correct, roll again.</p>
<p>When two straight lines are an equal distance apart and never meet they are called what?</p> <p>If correct, roll again.</p>	<p>What is a line that passes through the center of a circle and ends on both sides at the edges called?</p> <p>If correct, roll again.</p>
<p>What is the measurement from the center point in the circle out to the circumference called?</p> <p>If correct, roll again.</p>	<p>When two straight lines meet, what do they form?</p> <p>If correct, roll again.</p>

Print all pages on cardstock. Cut out cards.

Pocket - Cut out pocket as one piece. Mountain fold on all lines, folding and gluing side tabs under.

Glue pocket to game board and use to store cards.

Die – Cut out as one piece. Mountain fold on all lines, folding under and gluing tabs.



Game Instructions: Put your markers on start. Player rolls die and moves spaces according to the number of corners on shape. If you roll a circle, don't move (no corners!) Draw a card if you land on Pick a Card. A correct answer gets you another turn. You must roll exact number to move to winning space.