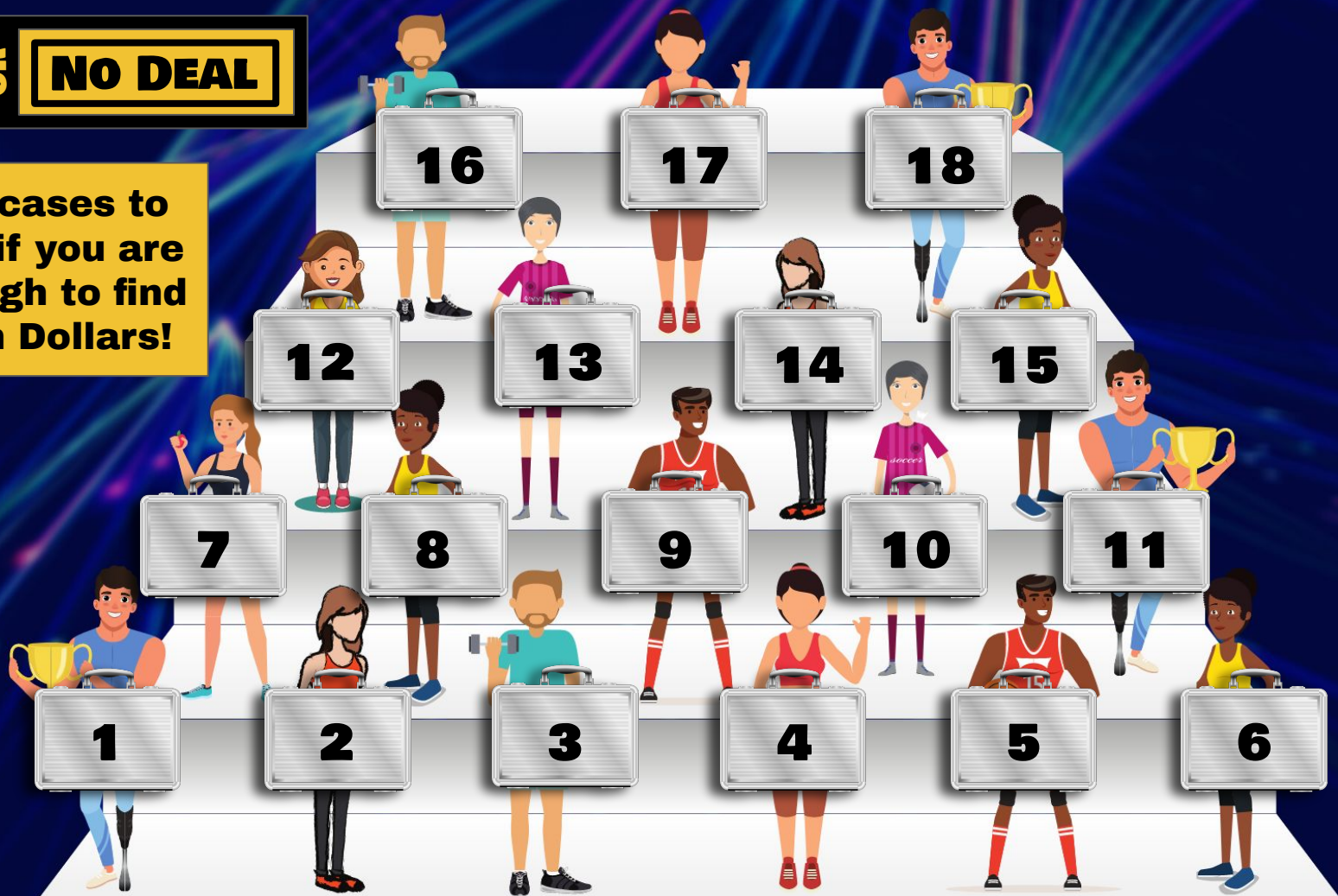


**DEAL**

**OR**

**NO DEAL**

**Choose 5 cases to open! See if you are lucky enough to find the Million Dollars!**



**DEAL**

**OR**

**NO DEAL**

# **GOAL-PICK THE CASE WITH THE "FREE RIDE" INSIDE!**

- **Move the **X** over one case. Open the cases one at a time, by clicking on them and complete the activity inside.**
- **If you open the "Free Ride" case, then you must go back and do the activity in your chosen case.**
- **To go back to the main stage to spin again, click on the banker in the bottom left corner. You can play as a group or with a partner.**
- **Play until you have opened all the cases to see if you chose wisely!**
- **Most importantly have fun and work hard!**

**Back** ↶

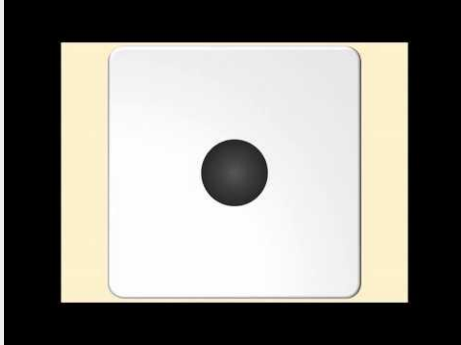




30 Second Timer



45 Second Timer



Dice

# Million Dollar Case

Copy and Paste this image into the case on an activity slide that you want to be the \$Million Dollar Case! Kids get a free ride on this one and don't have an activity to do!



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

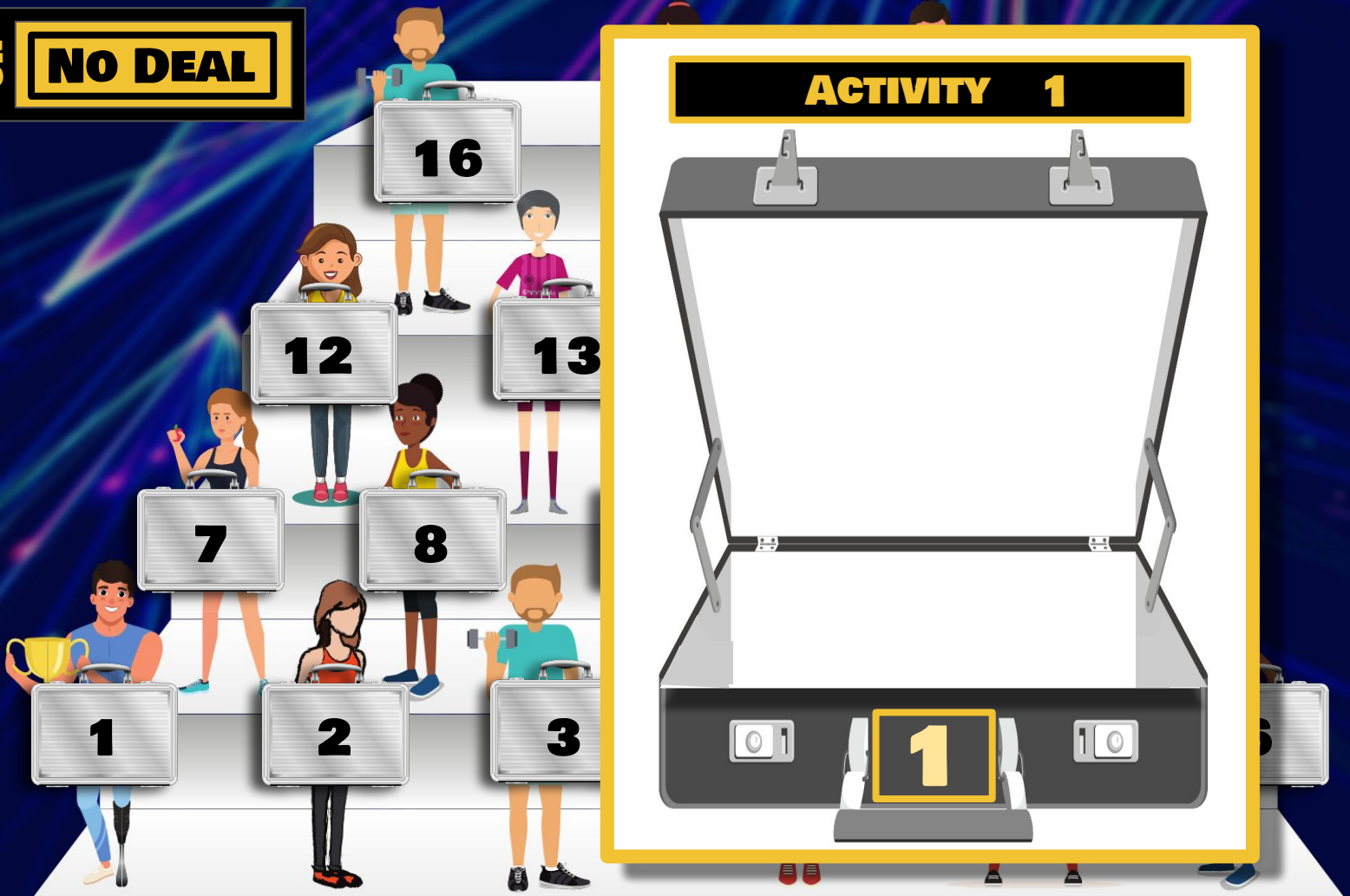
**2**

**3**

**ACTIVITY 1**

**1**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

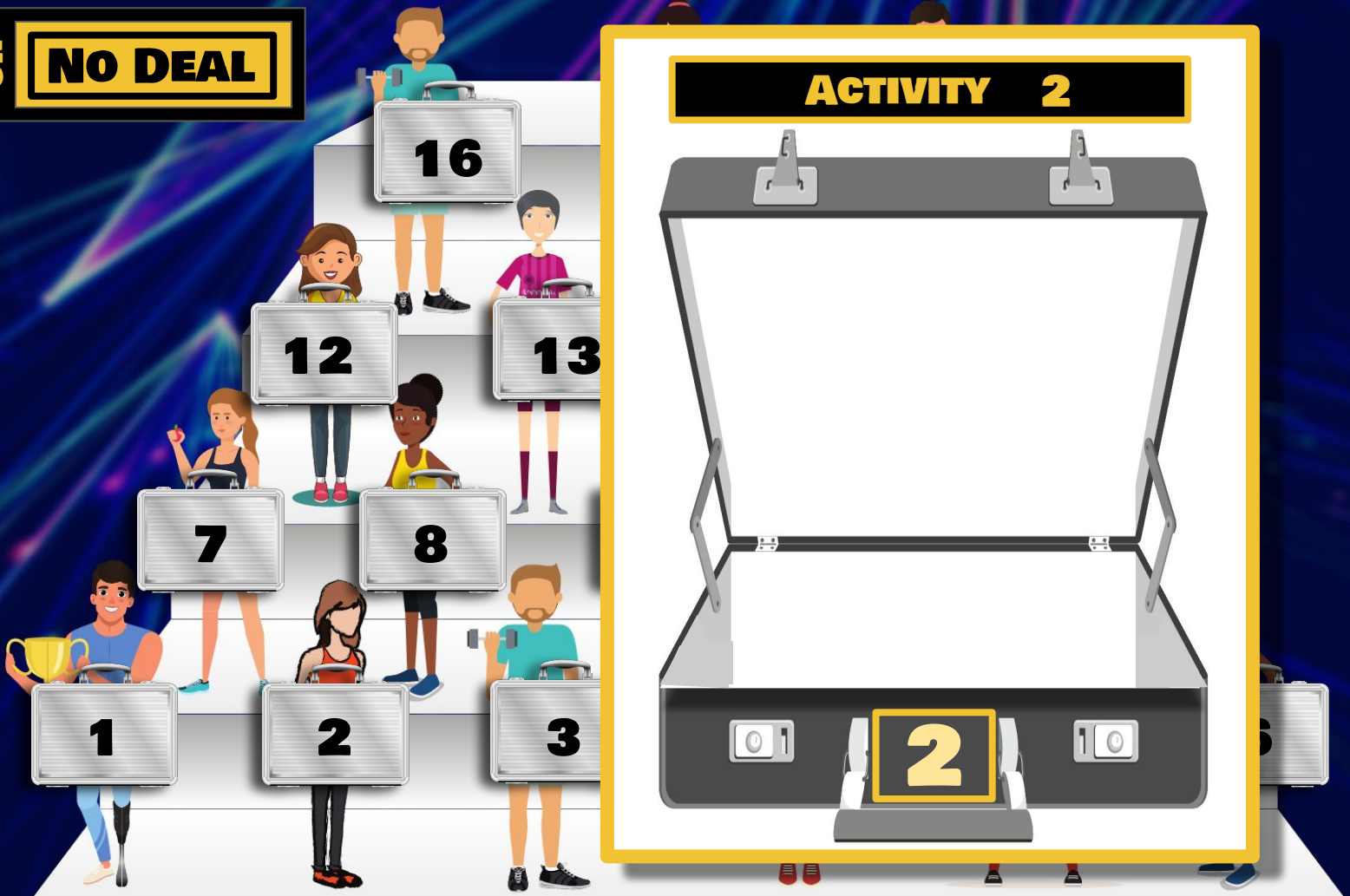
**2**

**3**

**ACTIVITY 2**

**2**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

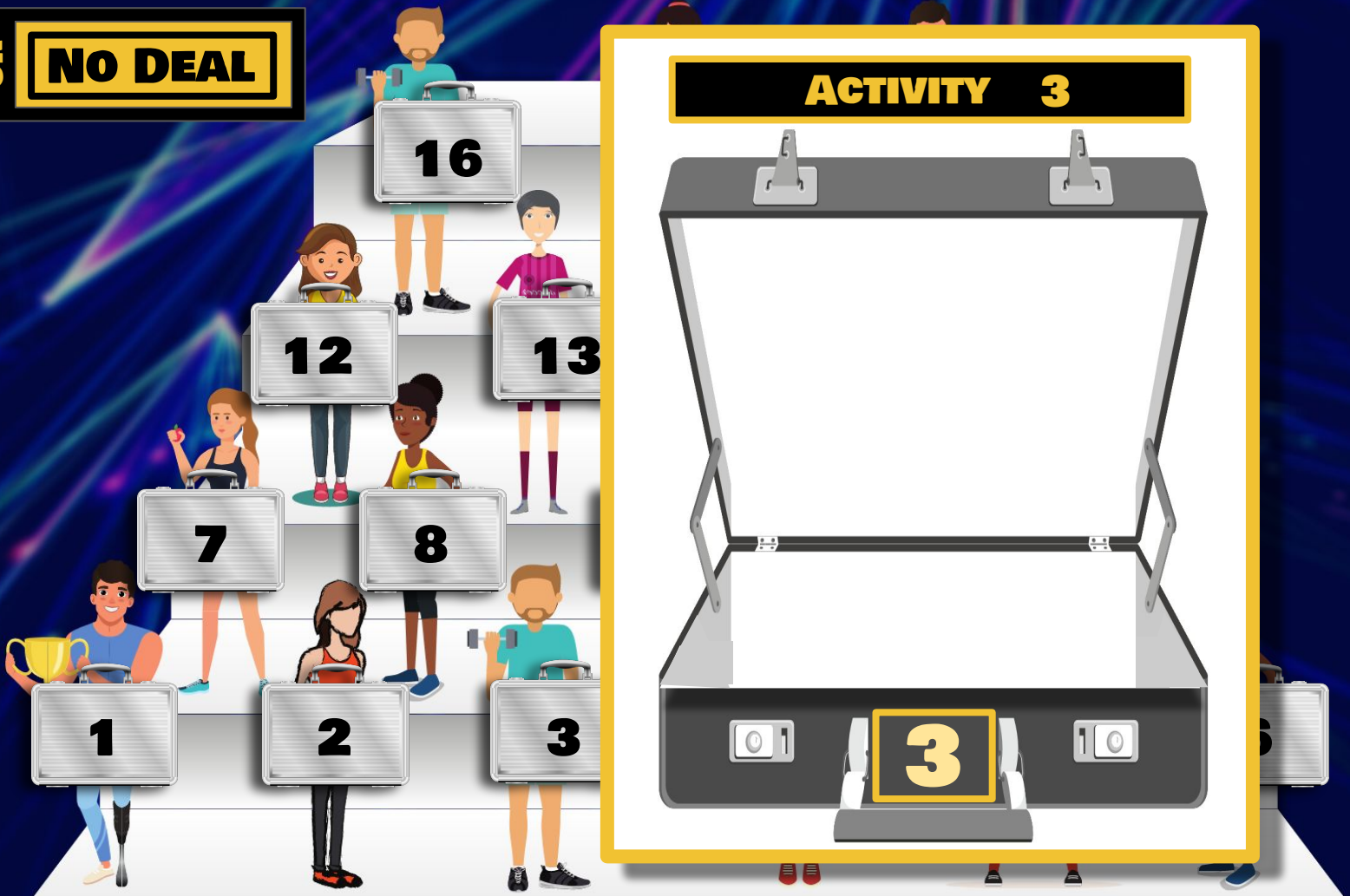
**2**

**3**

**ACTIVITY 3**

**3**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

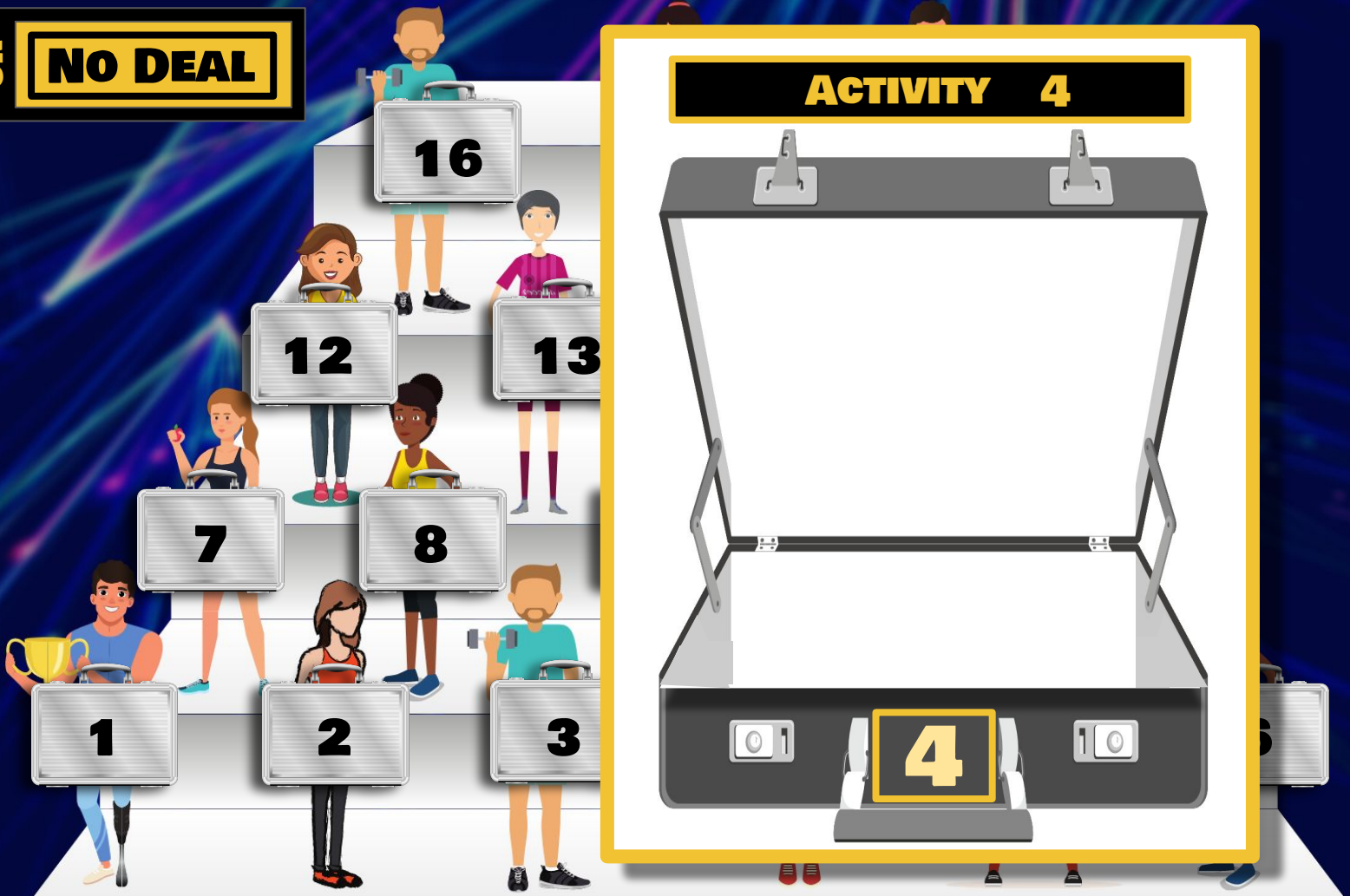
**2**

**3**

**ACTIVITY 4**

**4**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

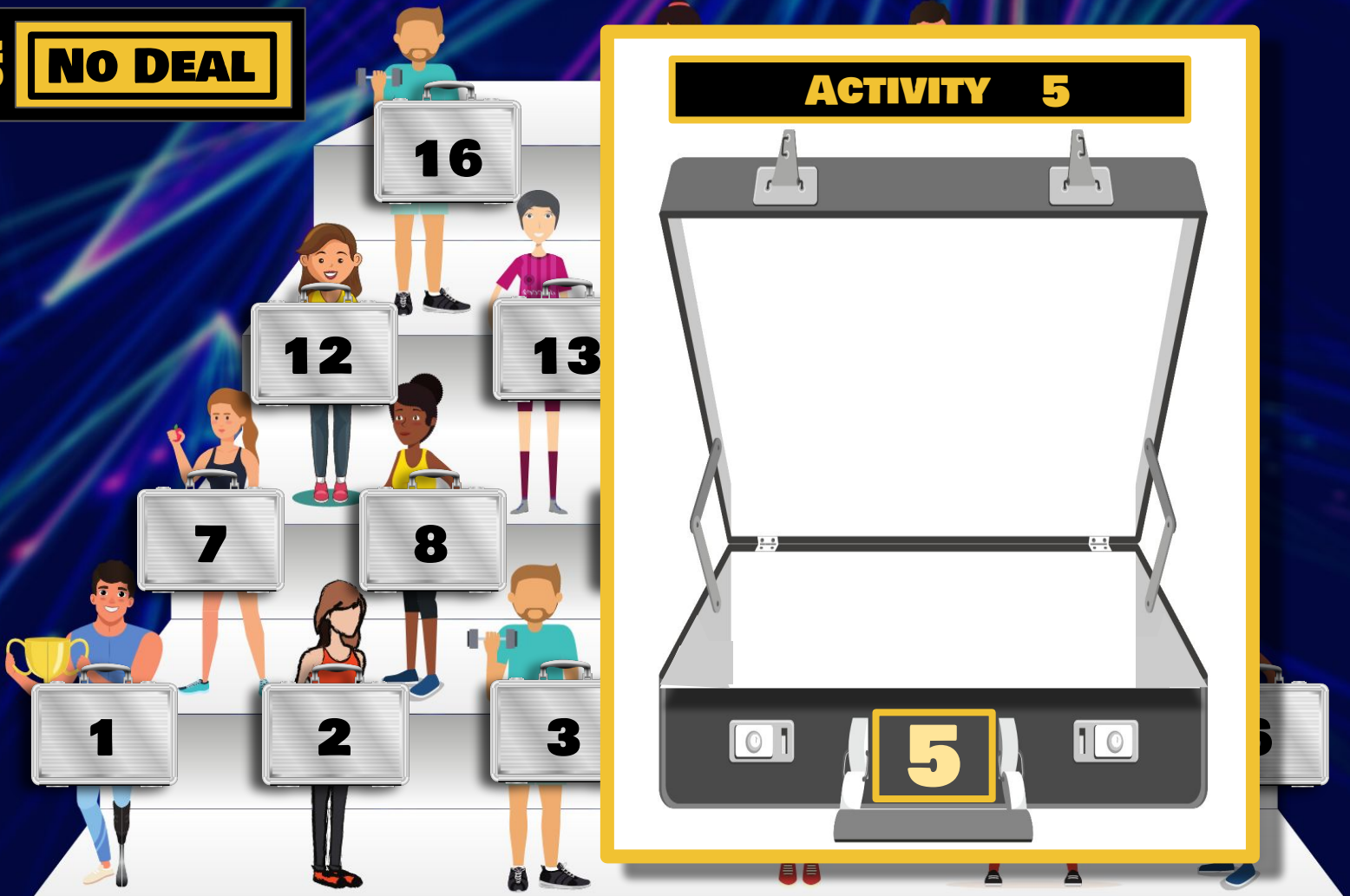
**2**

**3**

**ACTIVITY 5**

**5**

**Back**





**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

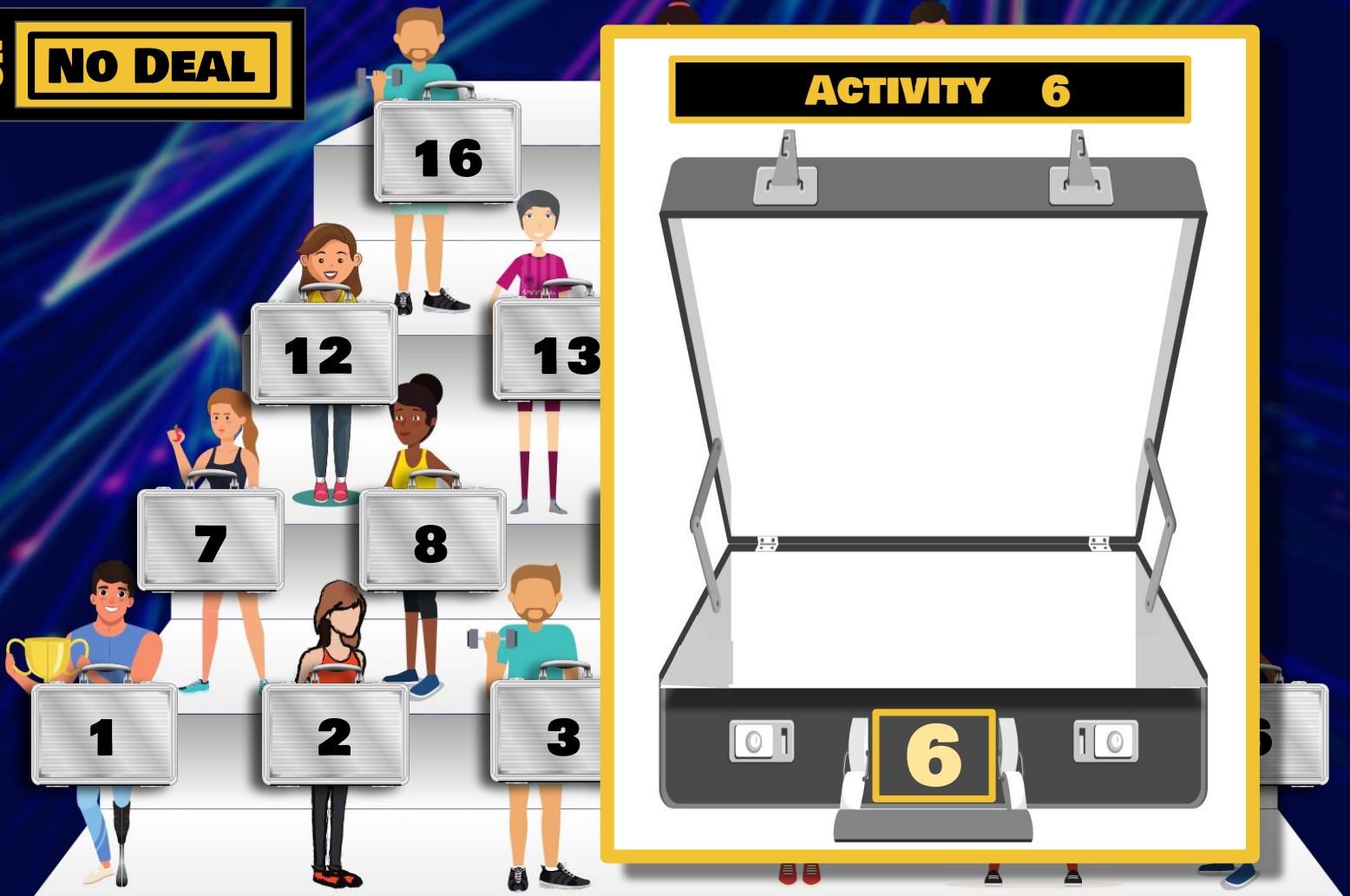
**2**

**3**

**ACTIVITY 6**

**6**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

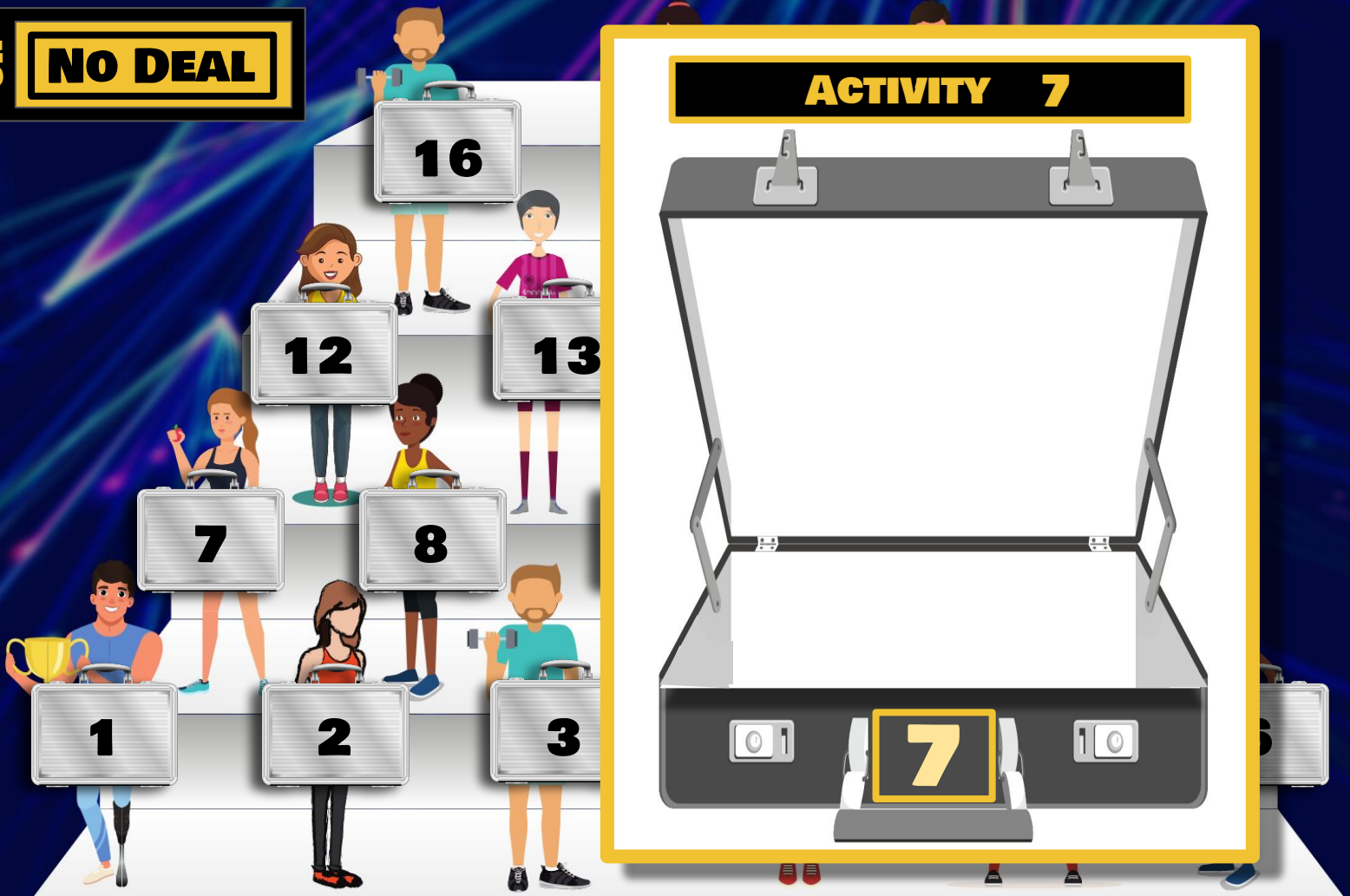
**2**

**3**

**ACTIVITY 7**

**7**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

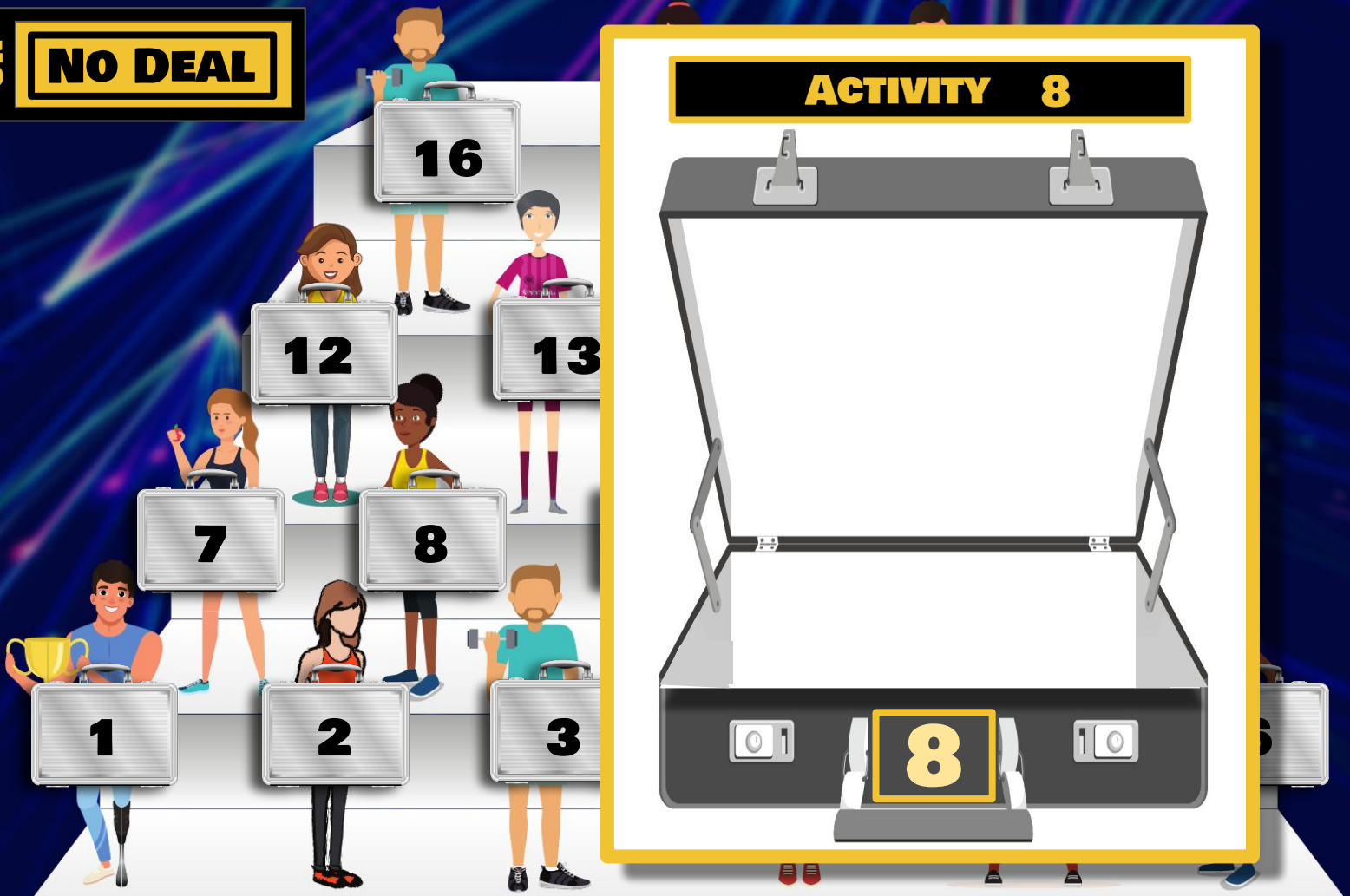
**2**

**3**

**ACTIVITY 8**

**8**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

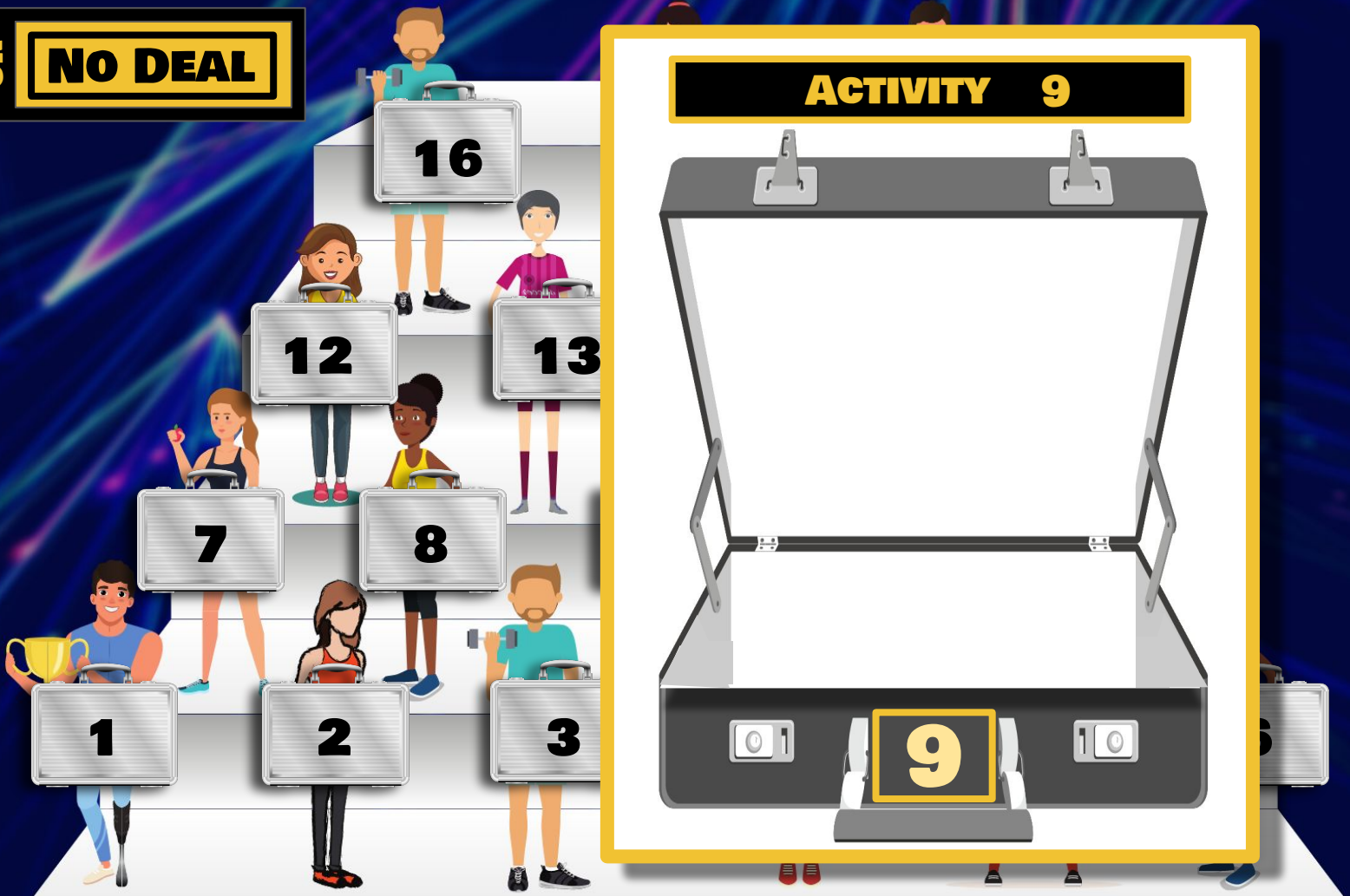
**2**

**3**

**ACTIVITY 9**

**9**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

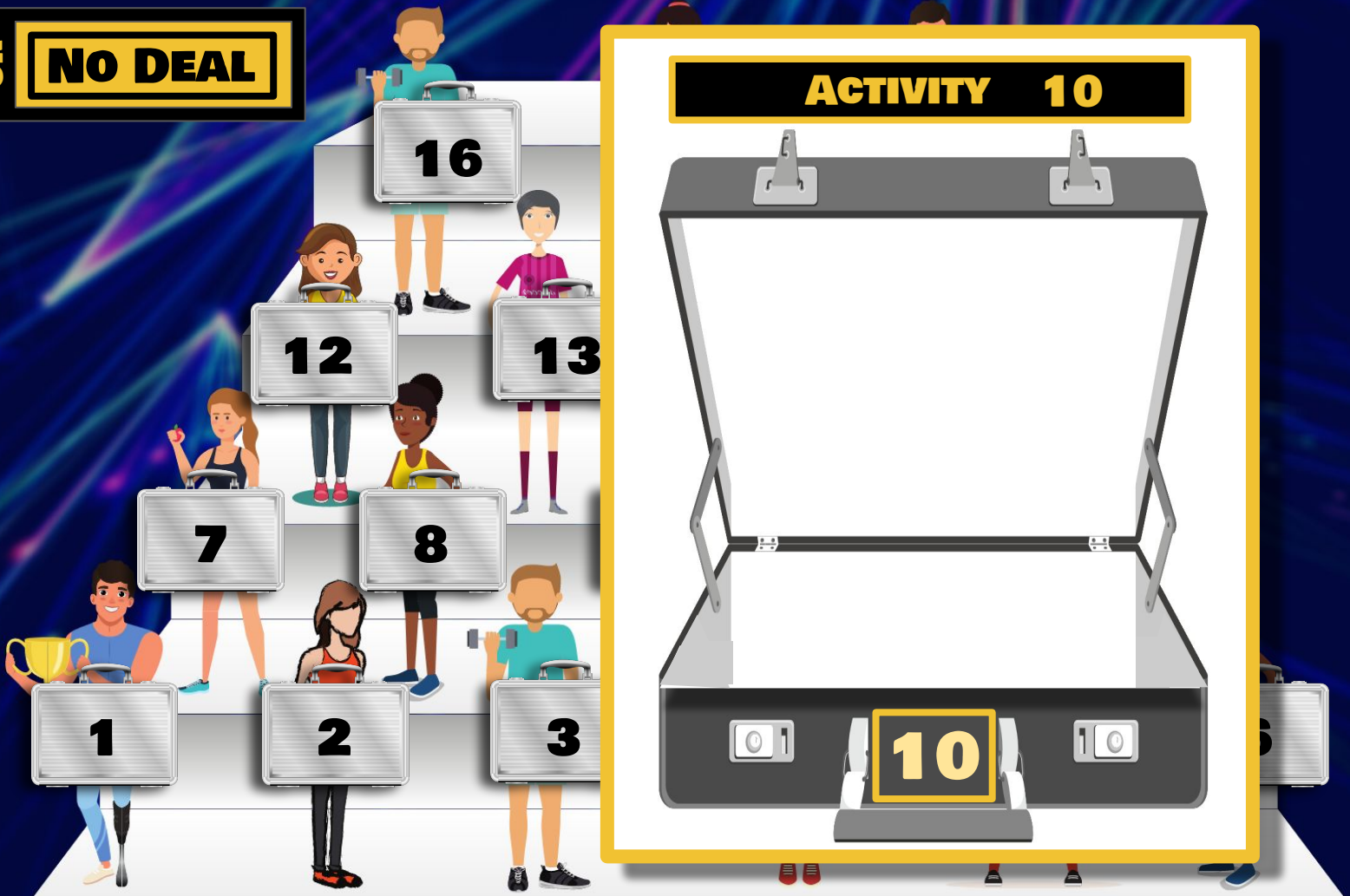
**2**

**3**

**ACTIVITY 10**

**10**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

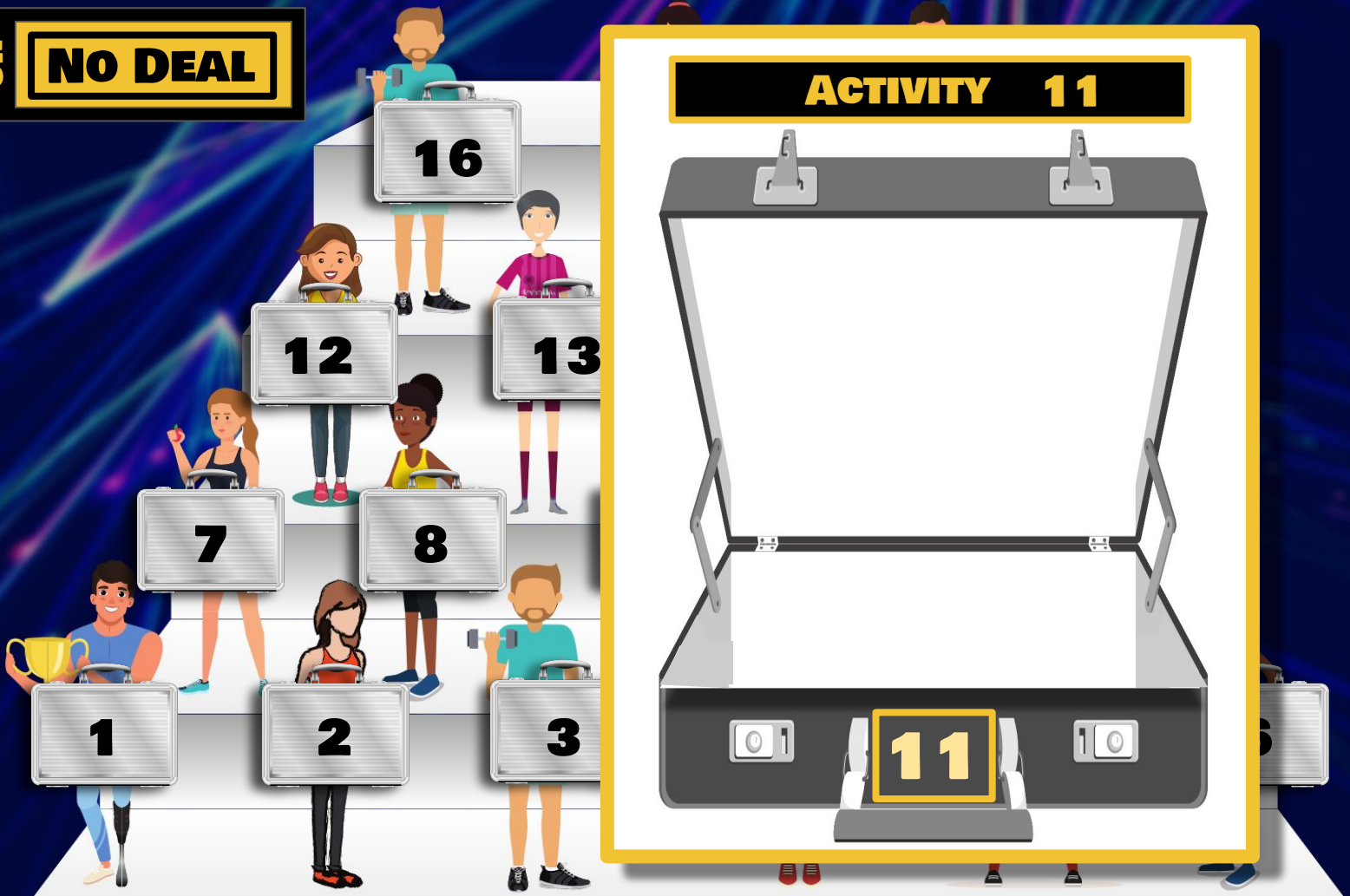
**2**

**3**

**ACTIVITY 11**

**11**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

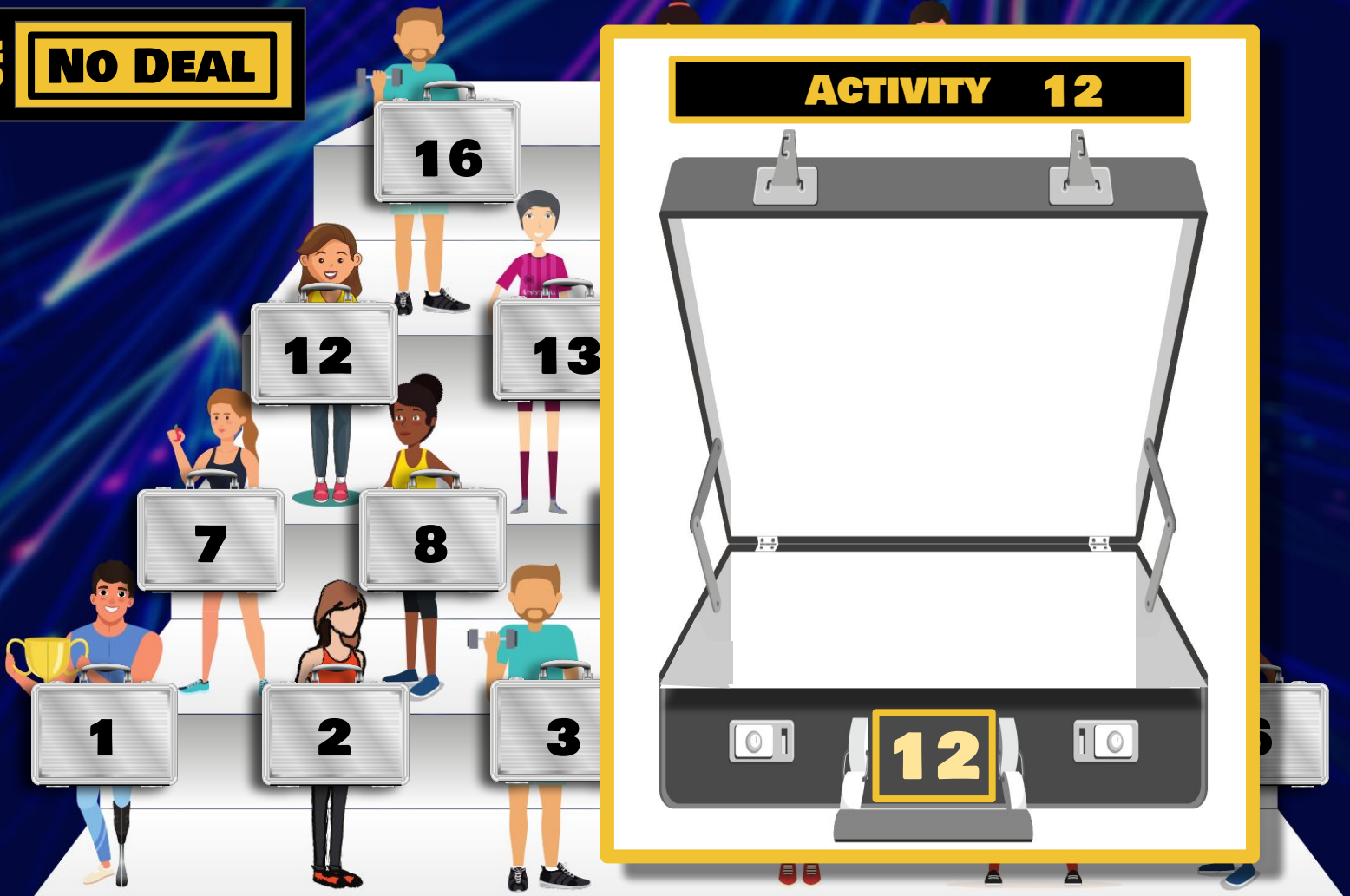
**2**

**3**

**ACTIVITY 12**

**12**

**Back** ↶



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

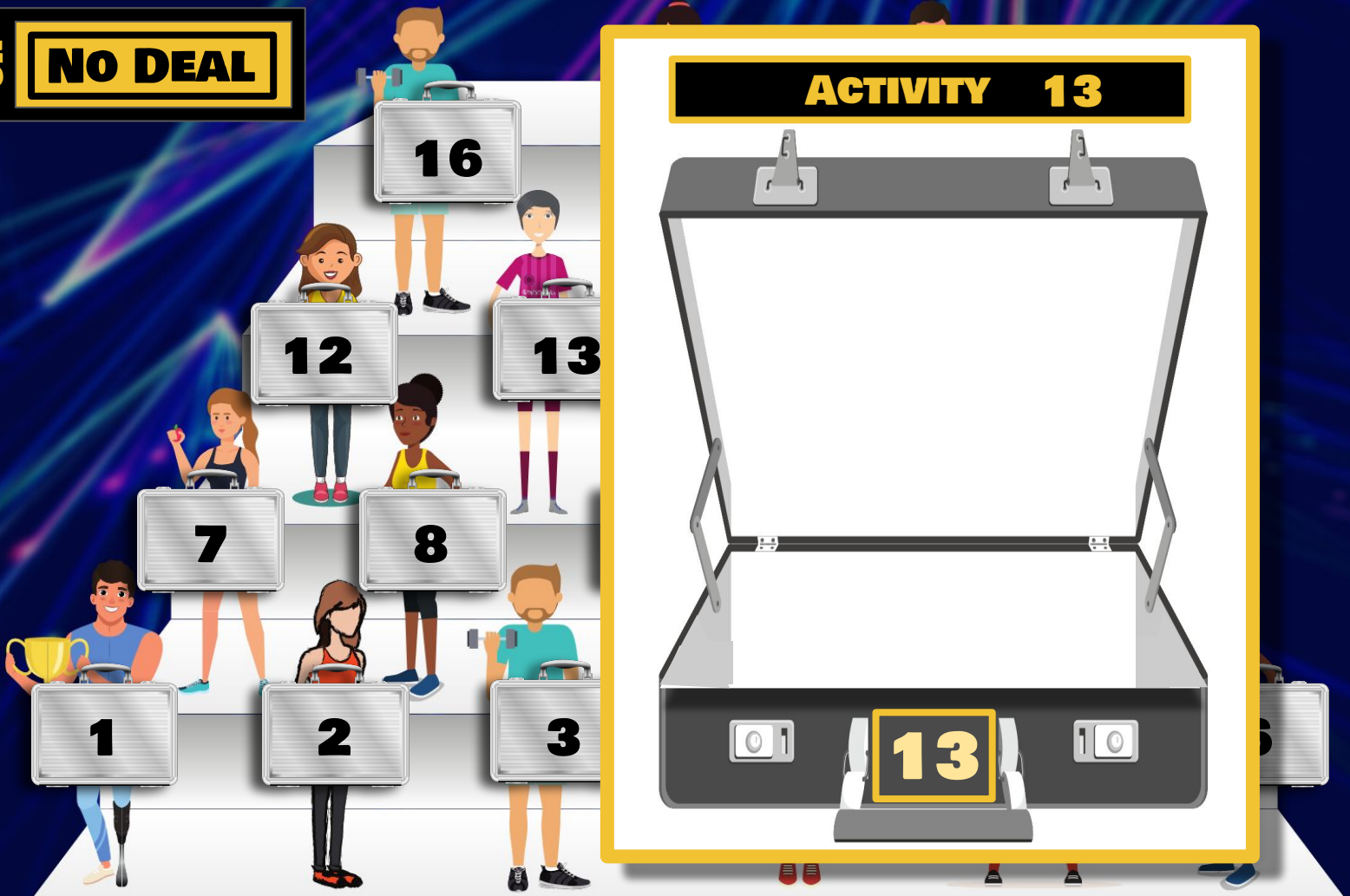
**2**

**3**

**ACTIVITY 13**

**13**

**Back**





**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

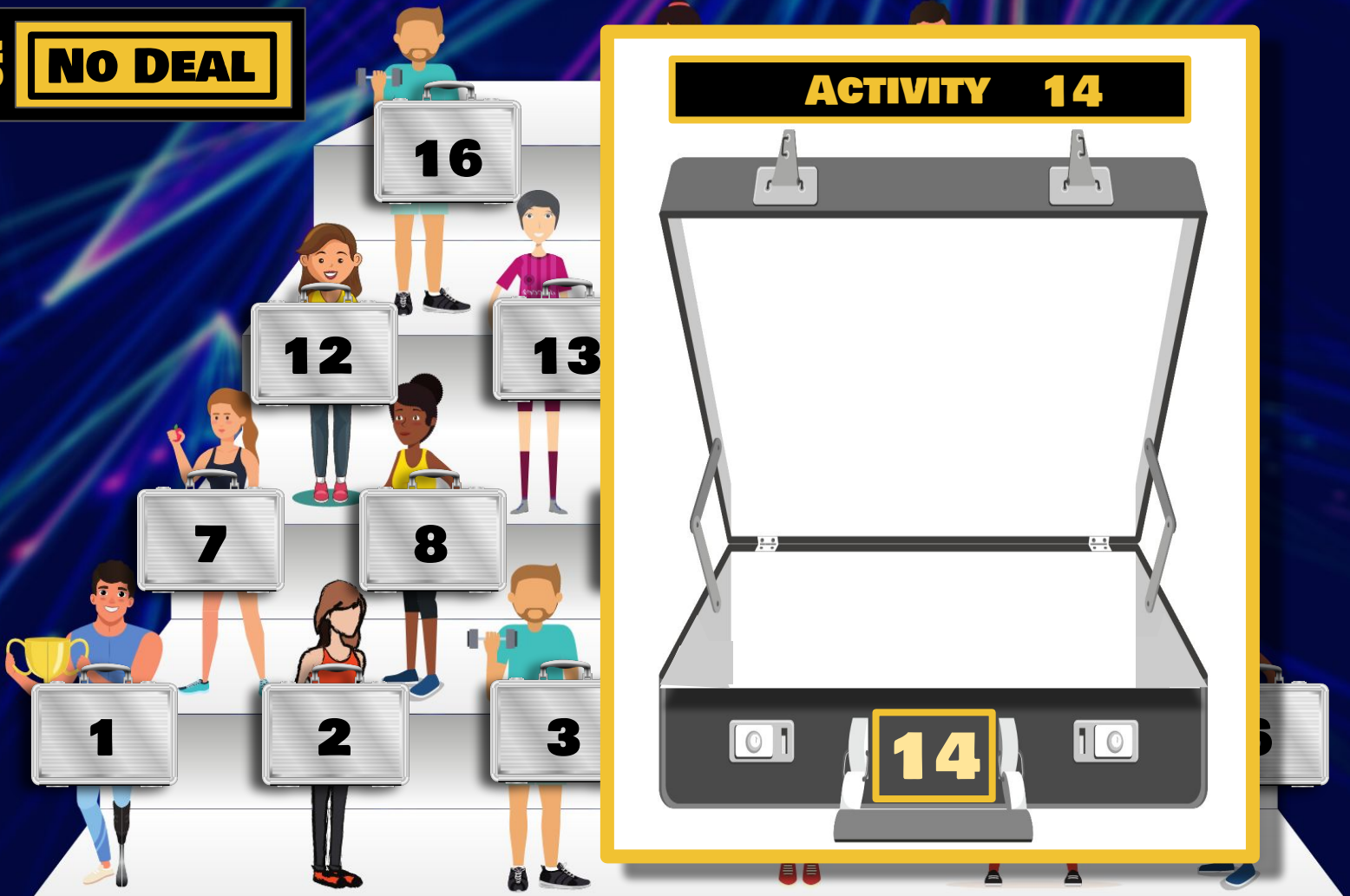
**2**

**3**

**ACTIVITY 14**

**14**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

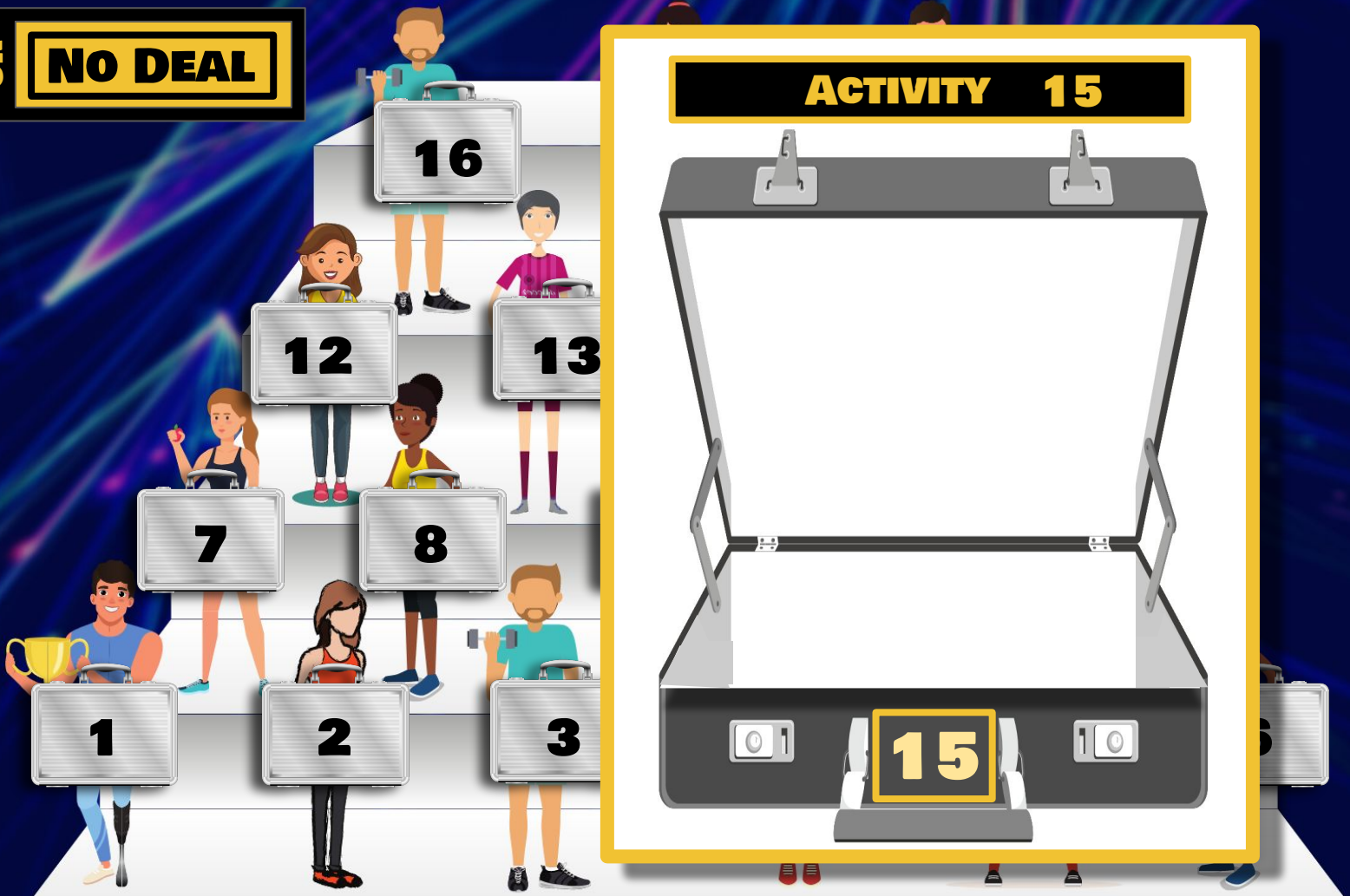
**2**

**3**

**ACTIVITY 15**

**15**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

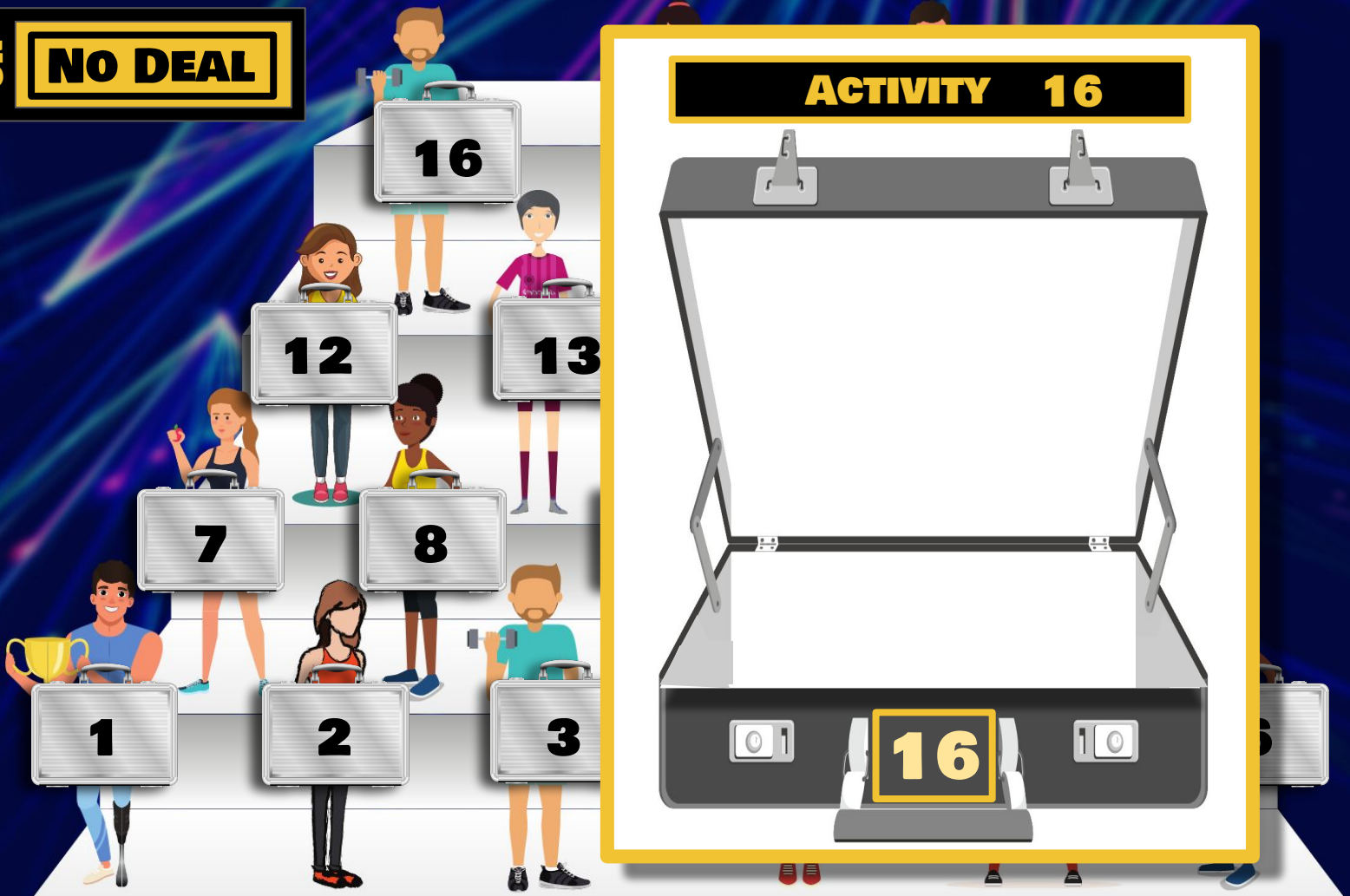
**2**

**3**

**ACTIVITY 16**

**16**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

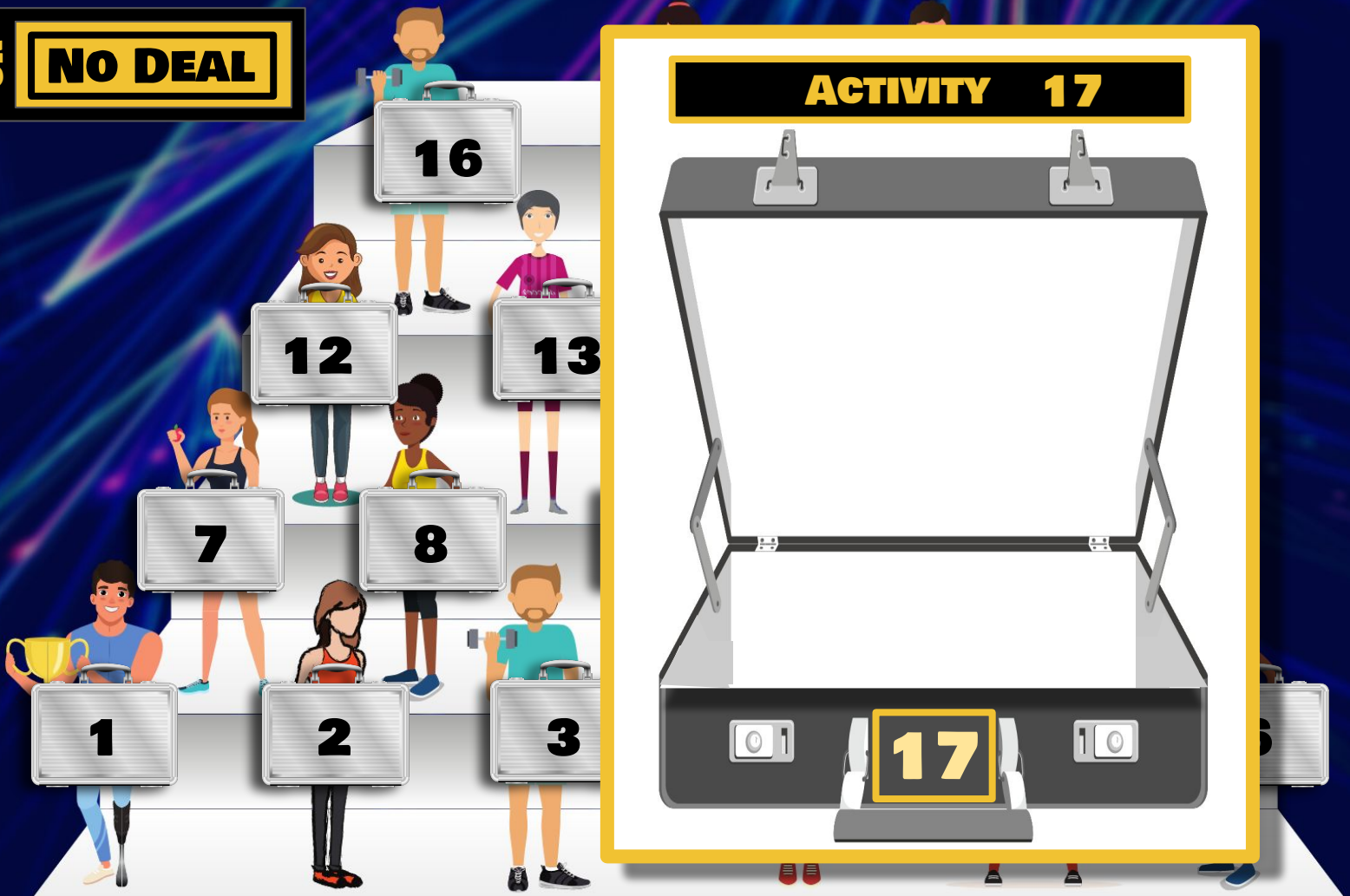
**2**

**3**

**ACTIVITY 17**

**17**

**Back**



**DEAL**

**OR**

**NO DEAL**

**16**

**12**

**13**

**7**

**8**

**1**

**2**

**3**

**ACTIVITY 18**

**18**

**Back**

