

Dice Games

More Than

This is a 2-4 player game

1. One player rolls a dice
2. The other player(s) must show one more than that number.
They can show it using their fingers, with objects from around the house, or movements (ex. Jumps or hops).
 - Example: if the number 6 is rolled, the other players might jump 7 times or show 7 on their fingers
3. Then the players switch roles

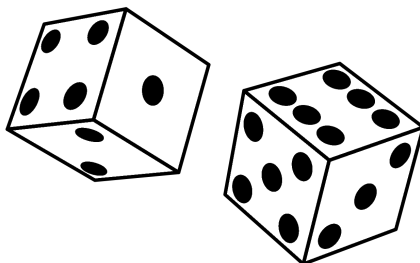
****Bonus:** switch it up and try doing 1 less, 2 more or 2 less instead!

Make 10

This is a 2-4 player game

1. One player rolls a dice
2. The other players say how many more is needed to make 10.
Example, if the number rolled is 6, other players will say 4 because $6+4=10$
3. That player must match the number needed to make 10 by either using their fingers, with objects from around the house, or movements (ex. Jumps or hops)

**** Bonus:** use 2 die and add the numbers together. The other player will have to say how many more or less is needed to make 10 (example if one player rolls a 5 and 6 =11. The other player will need 1 less to make 10)



Dice Games

Show Me 10 +/-

This is a 2-4 player game

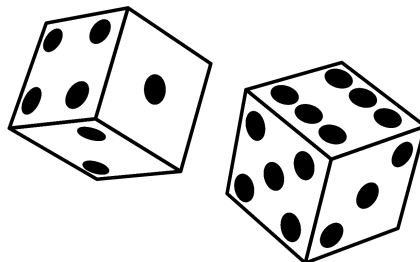
1. Player "A" rolls 2 dice and adds them together
2. Player "B" then says how many more or less is needed to make 10
 - Example: Player "A"s dice add up to 11 (5+6) the other players will need to say 1 less
3. If the player gets it correct, they get a point
4. Then, the players switch roles

Countdown

This is a 2-4 player game

1. Each player begins with 50 points
2. First player rolls 1 die
3. That player then subtracts it from their 50 points (ex. $50-5=45$)
4. The next player rolls the die and does the same
5. The game continues until 1 player reaches 0. The player to reach 0 first wins!

** Bonus: players can start with any number of points. For a challenge start from 100! Players can use their hundreds chart for support



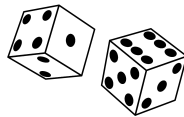
Dice Games

Countdown

This is a 2-4 player game

1. Each player begins with 50 points
2. One player rolls 2 dice and adds them together (ex. $4+5=9$)
3. That player takes the sum and subtracts it from their 50 points (ex. $50-9=41$)
4. The next player rolls the die and does the same
5. The game continues until 1 player reaches 0. The player to reach 0 first wins!

** Bonus: players can start with any number of points. For a challenge start from 100! Players can use their hundreds chart for support



Arrays

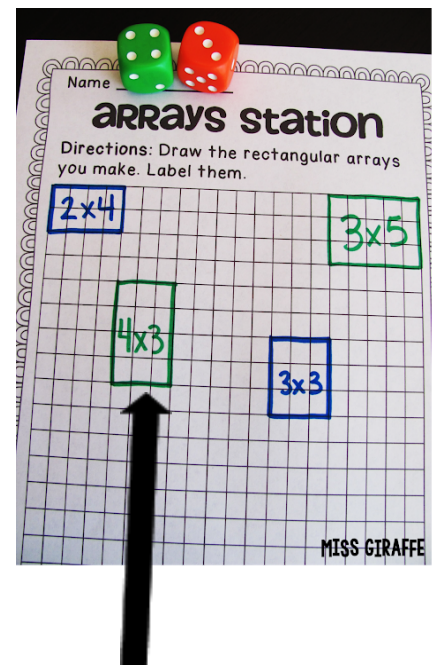
This can be played two different ways:

- By Yourself: see how many arrays you can squeeze together on your graph paper without any overlap

OR

- With a Partner: take turns rolling the dice and drawing the array in *your color*. Your goal is to get as many arrays in *your color* as you can.

1. Grab 2 dice, two markers (different colours) and the attached graph paper
2. Roll the dice and then draw an array using those numbers



EXAMPLE: If you roll a 4 and a 3, draw a box around 4 rows of 3