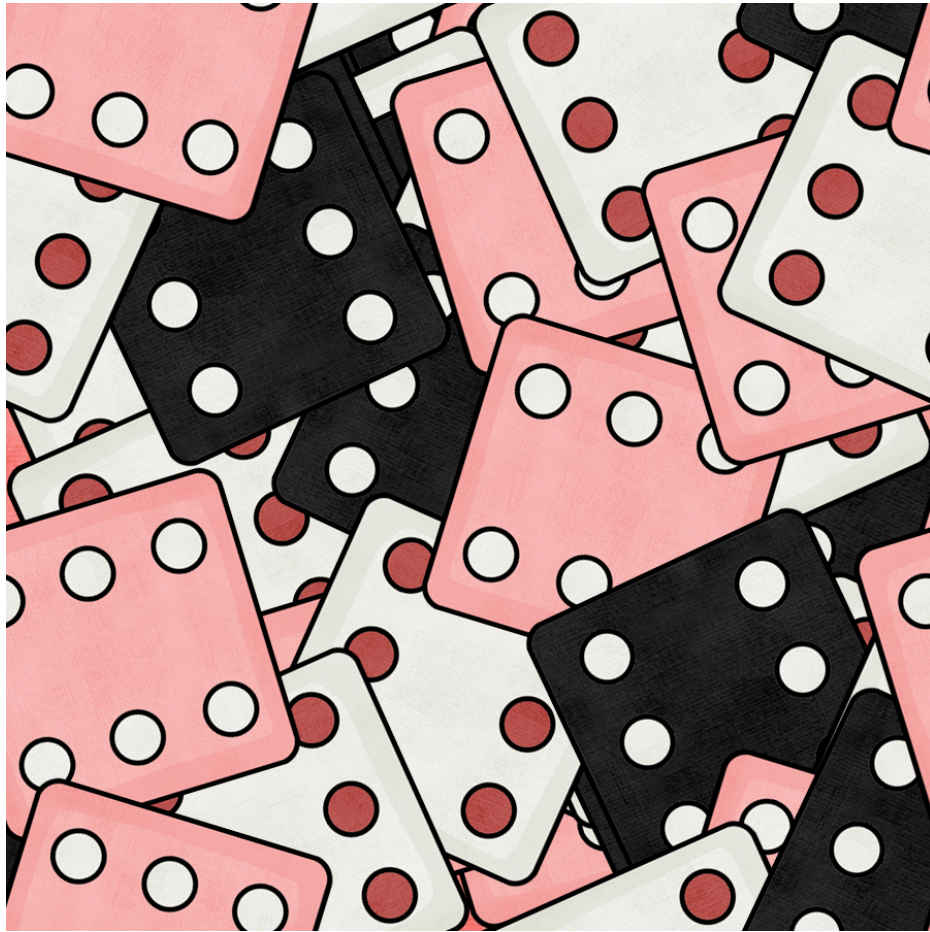
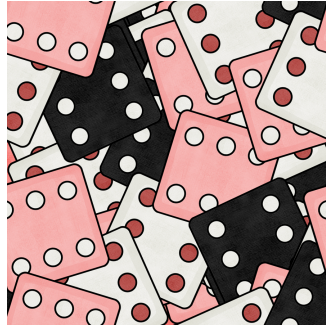




DICE GAMES

MAKE 100



The aim of this game is to make 100 or as close to 100 as possible.

Take turns rolling two dice.

You may add, subtract, multiply, or divide the two numbers.

Keep a running total and try to get either to 100 or as close to 100 as possible.

Rolls		Problem (Expression)	Running Total
6	1	$6 + 1 = 7$	7
4	5	$4 \times 5 = 20$	27

BEAT IT!



The aim of this game is to make the highest number.

Roll three or four dice, depending on the place value you are studying.

Arrange your dice so that you make the greatest number.

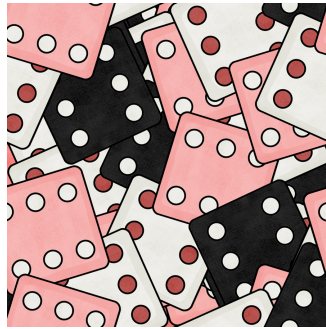
Keep up with your numbers on a chart similar to the one below.

The winner of the round is the player with the greatest number.

The winner of the game is the player with the most wins at the end of ten rounds.

Player One	< >	Player Two
4,325	<	5,621
1,256	>	1,214

PIG



The aim of this game is to be the first player to get to 100.

The first player rolls the dice and finds the sum. He can keep rolling as long as he wants, adding each new number to the sum.

If a one is rolled, the player scores 0 for that round.

If both dice show a 1, the player's entire total is erased and he has to begin again at 0.

RACE TO 500



The aim of this game is to be the first player to make 500.

Use polyhedral dice for this game.

Roll one die and multiply the number by 10.

Roll again, multiply by ten, and add it to the first total.

Rolls	Problem (Expression)	Running Total
8	$8 \times 10 = 80$	80
3	$3 \times 10 = 30$	$80 + 30 = 110$

DO IT FIRST!



Each player gets 2 dice.
Everyone rolls their dice at the same time.
Each player multiplies the two numbers on
the dice.

The winner is the one with the highest
product and makes a tally mark.
If there is a tie, only the tied players roll to
see who wins that round.

First player with ten tally marks, wins.

SUBTRACTION PRACTICE



Give each set of players three or four different colors of dice.

Players decide which dice will be the color for thousands, for hundreds, for tens, and for ones.

Roll the dice and make a three or four digit number.

Roll again and make another three or four digit number.

Players decide which number is greater and will be on the top of a subtraction problem.

Players work together to subtract the two problems. Use a calculator to check the answer.

ADDITION PRACTICE



Give each set of players three or four different colors of dice.

Players decide which dice will be the color for thousands, for hundreds, for tens, and for ones.

Roll the dice and make a three or four digit number.

Roll again and make another three or four digit number.

Players work together to add the two problems. Use a calculator to check the answer.

EVEN/ODD



Play with a partner.

One partner is Even. The other is Odd.

Roll two dice.

Add, subtract, multiply, or divide the two numbers on the dice, depending on the skill being practiced.

Players receive a point depending on whether the answer is even or odd.

Roll twenty times.

GOING TO BOSTON



Each player needs three dice.
Each player rolls all three of the dice on his turn. Choose the die with the greatest number and set it aside.

Roll the remaining two dice. Choose the greater number and set it aside.

Roll the last die.

Add up the numbers on all three dice and record the score for the round.

Go around the table until all players have had a turn. The highest score for the round wins.

To determine the winner of the game,
either:

Add up the combined score at the end of
the game

OR

Tally the winning rounds.

GOING TO BOSTON (MULTIPLICATION)



Each player needs three dice.
Each player rolls all three of the dice on his turn. Choose the dice with the greatest number and set it aside.

Roll the remaining two dice. Choose the greater number and set it aside.

Roll the last die.

Add up the numbers on the first two dice and multiply it by the third. Record the score.

Go around the table until all players have had a turn. The highest score for the round wins.

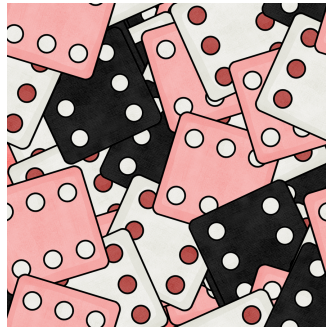
To determine the winner of the game, either:

Add up the combined score at the end of the game

OR

Tally the winning rounds.

MULTIPLICATION WAR



Each player needs two dice.
Roll both dice and multiply the two numbers
together.
The winner is the player with the highest
product.
Record winning rounds with a tally mark.

DOUBLE DICE DUTCH SUBTRACTION



Each player needs two "dice within dice."
Roll one dice and make the highest double-digit number you can.

Roll the other dice and make another double-digit number.

Decide which number is the greatest.

Subtract the two numbers.

The winner is the player with the smallest answer.

***Game can also be played with four "dice within dice" and players make four digit numbers by rolling four dice. Make the highest number.

Roll again to make another four-digit number.

The winner is the player with the smallest answer.

DOUBLE DICE DUTCH ADDITION



Each player needs two "dice within dice."
Roll one dice and make the highest double-digit number you can.

Roll the other dice and make another double-digit number.

Add the two numbers.

The winner is the player with the largest answer.

***Game can also be played with four "dice within dice" and players make four digit numbers by rolling four dice. Make the highest number.

Roll again to make another four-digit number.

Add the two four-digit numbers.

The winner is the player with the greater answer.