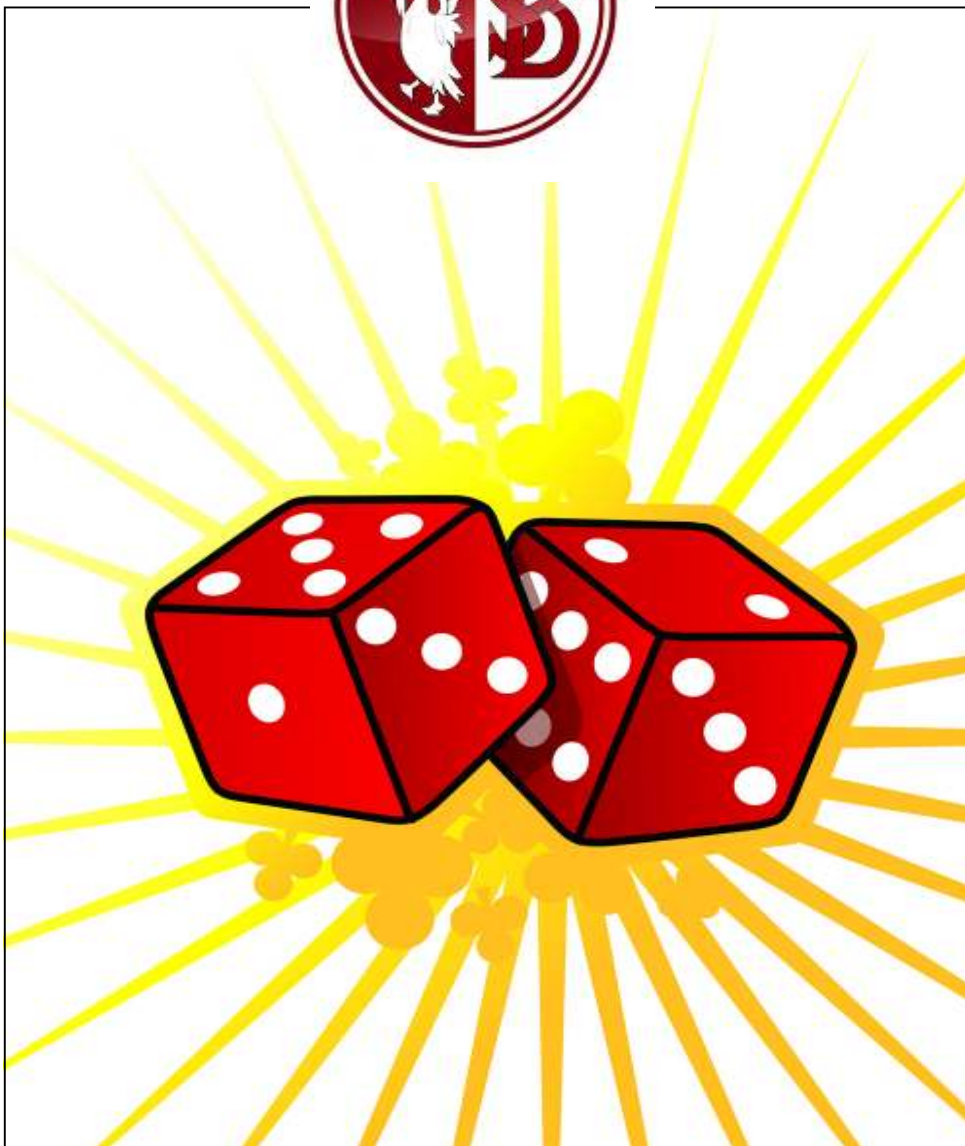


Blessed Sacrament
Catholic Primary School
Dice Games



Dice Games

Foundation (Nursery & Reception)

Dice Puzzle

Hold the opposite sides of a dice. Write down the numbers you are touching and add them up.

Do this until you have all the possible arrangements. What do you notice?

When you have played this game a few times try this puzzle; Roll a dice, do you know what number is hidden without having to look? Now try tricking your friends and family!



Dicey Choice

Place a pack of cards (numbers only) face down in the middle of a table.

The first player throws a dice and the second player turns over the top card. Which number is larger? The player with the larger number takes a counter. Put the card back on the bottom of the pile. The first player to get 10 counters first is the winner

This activity helps children to order numbers without having to always start at 1 and count up.



Grab 'Em

Lay numbers 1–10 (you can use the cards out of your pack of cards) onto the table face up.

Take it in turns to roll a dice, the first person to count the spots and 'grab' the matching playing card gets to keep that card. The first person with 5 cards is the winner.

Alternatively to make this game more difficult, roll 2 dice and add the spots together, then grab the matching number card.

Combinations

When it's your turn roll two dice, add or subtract the numbers to make a number on the grid, find the number on the grid and cover it with one of your counters, the person with the most squares covered is the winner.

2	9	8	1
7	11	3	9
12	4	6	3
5	3	8	7
2	6	0	10

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Key Stage 1 (Year 1 & 2)

Odds and Evens

Decide who is the 'Odd' and who is the 'Even' person.

Each person toss one dice each. Add the two numbers together, if the number is odd the odd person wins that number. If the number is even the 'even' person wins the number. Write the number down and keep running totals of your scores. Go on playing until one of you reaches 100. You could also start with a score of 100 and subtract your number and the winner is the first person to reach zero. To make the game easier you can collect a counter if the number is odd or even and the first person to collect 5 counters is the winner.

Who wins more often, the odd or even person? Why? What are all the totals you can make by adding the numbers on your dice? How many are odd and how many are even?

Difference

Each player takes turns to roll 2 dice and add the numbers together. The winner is the person with the highest Number.

Their score is the difference between the 2 numbers. The other person scores 0. Keep running totals of your scores. The winner is the first person to reach a number of your choice e.g 20, 50, 100!

Alternatively write down the numbers 0-10 on a piece of paper. Toss two 1-6 dice each, work out your totals and find the difference. Cross that number out on the paper. Which numbers are really hard to score this way? Why is that? Toss two dice and find the differences between the numbers. What are all the differences you can get this way?

Doubles.

Take it in turns to roll 2 dice. Add your numbers together. This is your score for this round. If you rolled 2 dice numbers the same, double your answer. The first person to reach a score of your choice is the winner.

Alternatively start at a number of your choice and subtract your score until you reach 0.

To make the game more difficult use 3 dice, if you roll 3 numbers the same, treble your score.



Place value

Draw 3 boxes for each person and write each persons name next to their boxes (see below)

Your aim is to write a 3 digit number as close to 500 as possible. Take it in turns to roll a dice and put this number into any one of your boxes. Keep taking turns until all your boxes have been written in. read your 3 digit number out loud. The person with a number closest to 500 is the winner.

To make this game easier use 2 boxes, to make it more difficult add an extra box!

5	2	1
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Key Stage 1 (Year 1 & 2)

Number ladder

Write down the numbers 1 to 36 in a vertical line.

Toss 2 dice, use these numbers with any of the following 4 operations + - x % in order to produce 1 of the numbers on the ladder. cover your number with a counter, if there is already a counter on that number you cannot have it. Keep tossing the dice and making numbers to cover, until there are no more numbers left. When this happens add up the total of all the numbers covered by your counters for your score.

To make this game easier just write the numbers 1-12 down and use the 2 operations + -

Repeated addition

Your aim is the first person to reach a score of your choice e.g 30, 50, 100!

Decide who will start. Roll 2 dice together and add your numbers, if the total is 6 your go is over and you score 0. If your total is another number, write it down and decide whether to stop there or toss again. If you toss again add this score to your previous score. Keep playing until one of you reaches the target number.

Alternatively start at a given number and subtract your score until one of you reaches 0.



Dice Co-ordinates

First player throws one dice-this becomes the number on the horizontal axis. They then throw the second dice-this becomes the vertical axis. The player then places their counter on that co-ordinate. Players take turns until someone gets three in a line. A co-ordinate can hold a counter from either player or both players.

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6

Rolling Probability

Roll 2 dice and add the numbers together. Record your score in a table (see below) Do this 100 times. Record all your results. What number comes up most often? Why do you think this is?

2	3	4	5	6	7	8	9	10	11	12