



**Dice Games**

**for the**

**Classroom**

**Grades 1-6**

These games are designed to use minimal resources and very little time to set up. Most of these games can be adapted to play with the whole class or small groups to ensure all students understand the rules before playing independently.

Each of these games includes some ideas for varying the rules to allow for the differentiated learning needs of your students.

To set up these games in your classroom all you need to do is print and laminate the game instructions and boards. Store the games in your classroom with a container of assorted dice, some counters and some pencils and scrap paper.

These games are ideal for small groups, independent learning, free time activities and math centre activities.

## Reference Guide to Games and Concepts

<b>Game Title</b>	<b>Concepts Taught</b>
Three in a Row	Number recognition Number matching Subitizing
Dice and Dominoes	Number recognition Number matching Subitizing
Monster Draw	Number recognition Chance and probability
Build a Wall	Addition Subtraction Strategic thinking Number facts
Add Six	Addition
Odd and Even Rockets	Odd and even numbers Chance and probability
Back and Forth	Odd and even numbers Chance and Probability
Knockout Nine	Strategic thinking Problem solving
Up & Down	Addition Strategic thinking
Dead Dice	Addition Chance
High Dice	Addition
Tip & Turn to 50	Addition Strategic thinking
Dice Turnover	Multiplication

Climb the Ladder	Counting Making ten Number bonds to ten
Trading Places	Place value Addition Number bonds to ten
Capture the Square	Strategic thinking Basic operations
Keep or Bin	Place value
Three Score	Addition Subtraction Multiplication
Double, Halve or Keep	Doubling Halving Odd and even numbers
Bullseye	Doubling Tripling
Multiple Madness	Skip counting Multiplication
Prime & Square	Prime numbers Square numbers
Any Way	Addition Directions (compass)
Table Dice	Multiplication Strategic thinking
Three in a Line	Number order Strategic thinking
Number Fill-in	Ordering two-digit numbers
Make 100	Operations Strategic thinking

# THREE IN A ROW

A game for 2 players

## Equipment

- One six-sided dice
- Game board
- Colored counters (one color for each player)

## Rules

- Players take turns to roll the dice and match the number rolled to a number on the board, placing a counter on the appropriate square on the board.
- The first player to cover three squares in a row is the winner.

## Variations

- Use different types of dice - numbered or dotted
- Redesign the board to accommodate different learning concepts such as one more or one less, addition or subtraction, number words, etc

## What does this game teach?

This game reinforces number recognition and matching. The development of subitising is also encouraged if dotted dice are used.

# THREE IN A ROW

## Game Board

one	5	three	*** ***	1	**
***	4	one	5	3	two
2	six	4	6	five	four
five	6	two	*** **	*** *	*
three	*	5	four	*** ***	*** **
**	six	3	1	*** *	2

# DICE AND DOMINOES

A game for 2-4 players

## Equipment

- Two six-sided dice
- A set of double six dominoes (remove any blank dominoes)

## Rules

- Players take turns to roll two dice and match both numbers to the numbers on a domino, the player keeps the matching domino and the next player takes their turn. Continue until all dominoes have been used.
- If there is no domino that matches the numbers rolled then that player does not keep a domino.
- The winner is the player who has the most dominoes when all dominoes have been taken.

## Variations

- Use double nine dominoes and two ten-sided dice (do not remove the blank dominoes)
- Determine the winner by having students add the number of dots on all their dominoes - the winner is the player with the highest total
- Calculate the total of the two dice and find a domino with the same total

## What does this game teach?

This game reinforces number recognition and matching. The development of subitising is also encouraged if dotted dice are used.

# MONSTER DRAW

A game for 2-4 players

## Equipment

- One six-sided dice
- Pencil and paper

## Rules

- **Rules**
  - Each number on the dice corresponds to a monster body part.
  - Players take turns to roll the dice, rolling once per turn. Players draw the corresponding body part on their paper. If the player has already drawn the rolled body part then they pass the dice to the next player without drawing anything. The first player to draw a monster with all body parts is the winner.
- |                       |                         |
|-----------------------|-------------------------|
| • 1 = head            | • 4 = wings (two wings) |
| • 2 = body            | • 5 = legs (two legs)   |
| • 3 = eyes (two eyes) | • 6 = horn              |

## Variations

- Players must draw a body before anything else or a head before eyes and feelers
- Players can only draw one of the multiple items (eyes, legs or wings) per turn (eg, they need to roll a 4 twice to draw two wings)

## What does this game teach?

This game reinforces number recognition and it could be used as an introduction to chance and probability. Once students are familiar with the game they could create their own version.



# MONSTER DRAW

1 = head

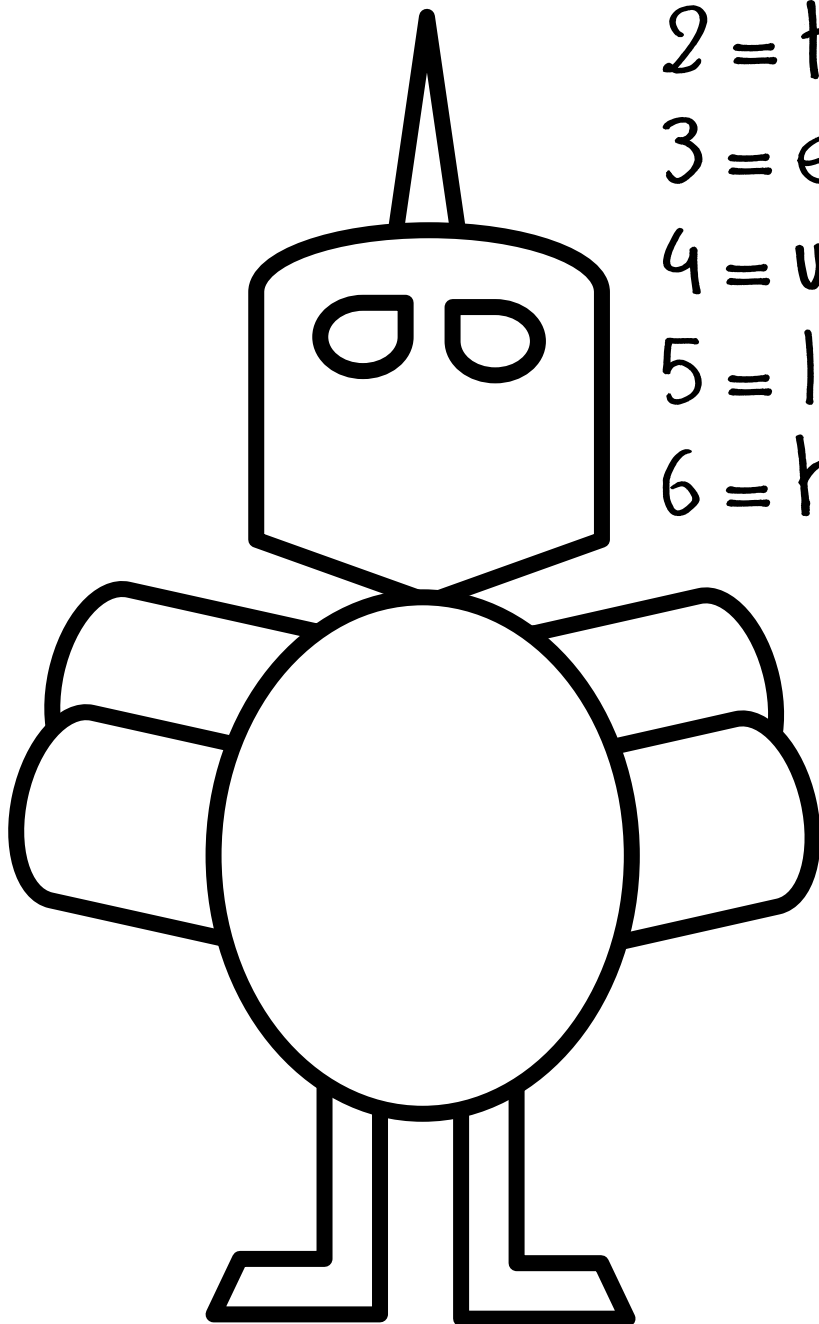
2 = body

3 = eyes (two eyes)

4 = wings (two wings)

5 = legs (two legs)

6 = horn



# BUILD A WALL

A game for 2 players

## Equipment

- One six-sided dice
- Cubes

## Rules

- Select a wall height and width before starting the game (eg, you could build a wall that is 4 cubes high and 5 cubes wide).
- Player one rolls the dice and selects that number of cubes. The cubes are used to build part of the wall.
- Players take turns to continue building one wall.
- The winner is the player who places the last piece on the wall without having any cubes left over (eg, if there is space for 4 more cubes then a player must roll a 4 to win).

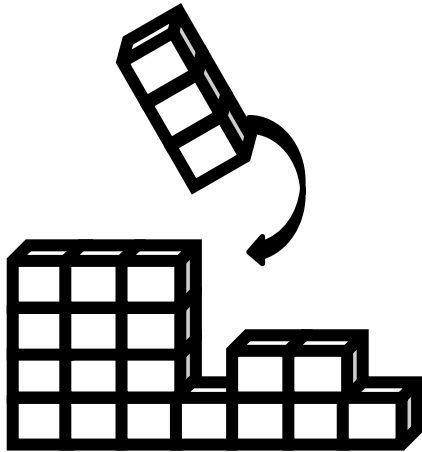
## Variations

- Players build their own wall rather than build one together; the first person to complete their wall is the winner.
- Use different dice such as ten-sided dice
- Use grid paper and draw the wall instead of using blocks

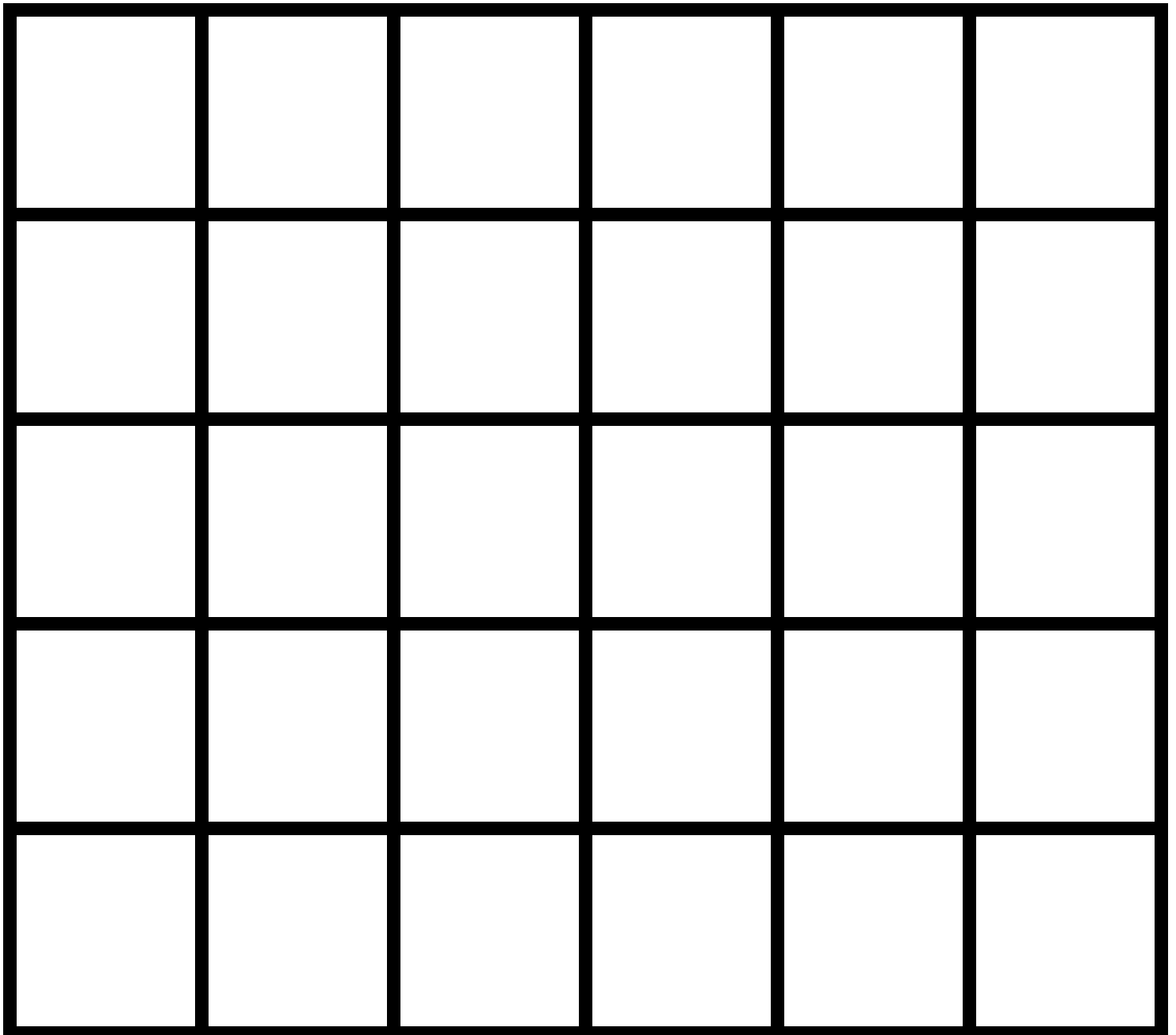
## What does this game teach?

This game teaches addition, subtraction, strategy and reinforces number facts.

# BUILD A WALL



Use this grid if blocks  
are not available



# ADD SIX

A game for 2-4 players

## Equipment

- Six dice - you can use either six, eight, ten, twelve or twenty sided dice
- Pencil and paper

## Rules

- Players take turns to roll all six dice and mentally add the numbers rolled.
- Players record the total and keep a progressive tally. The first player to reach 200 is the winner.

## Variations

- Use a variety of dice (eg, a six, eight and ten sided dice)
- Use more or less dice
- Change the target number to any number of your choosing
- Use an operations dice to include subtraction, multiplication and division

## What does this game teach?

This game teaches addition.

# ODD AND EVEN ROCKETS

A game for 2-4 players

## Equipment

- One twenty-sided dice
- 2 counters of different colors
- Game board

## Rules

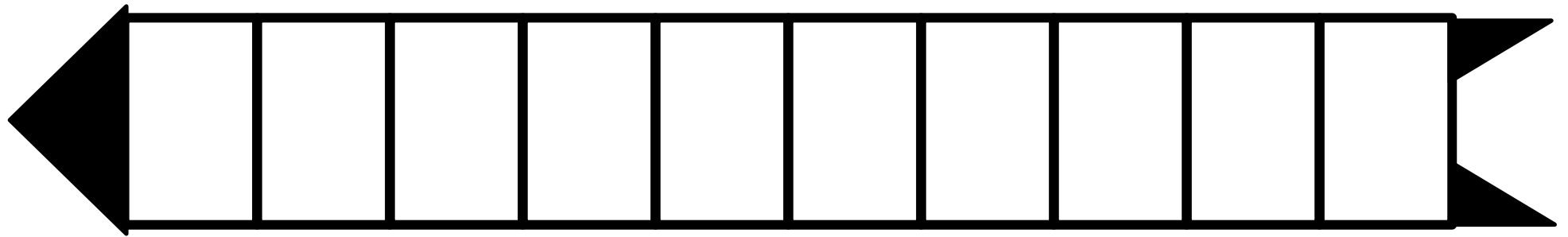
- Players decide who will be odd and who will be even.
- Players place their counter at the bottom of the odd or even rocket they chose.
- Players take turns to roll the dice.
- If an even number is rolled then the player who chose even moves their counter up one space on the rocket. If an odd number is rolled then the player who chose odd moves their counter up one space.
- The first player to reach the top of the rocket is the winner.

## Variations

- Use two six-sided dice and have students add the two dice
- Use different numbered dice

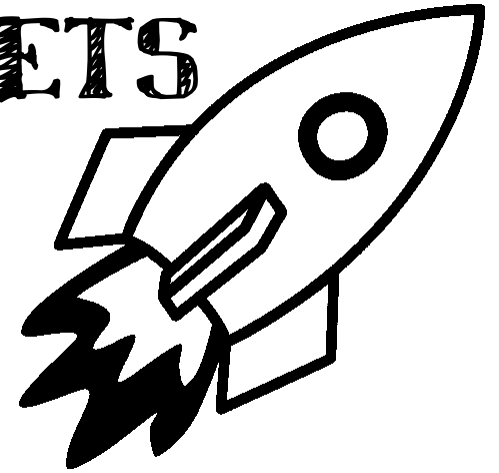
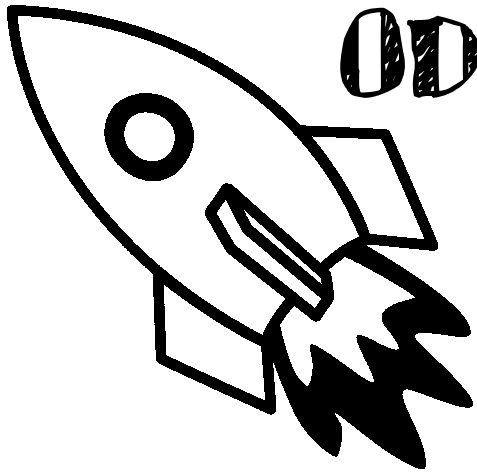
## What does this game teach?

This game teaches students to identify odd and even numbers. It can also be used to teach chance and probability.

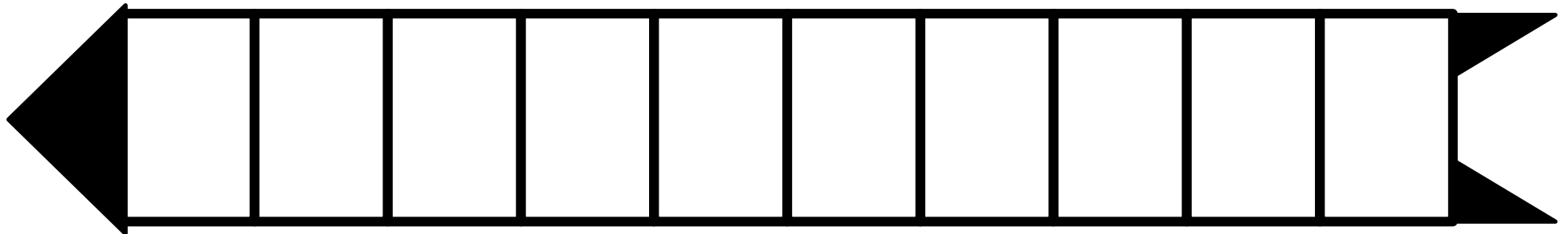


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**ODD AND EVEN ROCKETS**



Even



# BACK AND FORTH

A game for 2-4 players

## Equipment

- One six-sided dice
- Game board
- Counters (a different color for each player)

## Rules

- Players take turns rolling the dice and moving their counter backwards or forwards on the game board.
- If the number rolled is even then the player moves their counter forward that many spaces. If the number rolled is odd then they move their counter backwards that many spaces.
- The winner is the first person to reach 100.
- A player can not go back any further than the first square on the board but they must roll an even number to move forward.

## Variations

- Use different numbered dice
- Use two dice and have students add the dice before moving their counter
- Challenge students by encouraging them to add or subtract the number rolled to the number on the board where their counter is rather than counting single spaces when moving their counter.

## What does this game teach?

This game teaches students to identify odd and even numbers. It can also be used to teach chance and probability.

# BACK AND FORTH

## Game Board

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10



# KNOCKOUT NINE

A game for 2-4 players

## Equipment

- Two six-sided dice
- Pencil and paper

## Rules

- Each player writes the numbers 1 to 9 on a piece of paper (or use the optional game board).
- Player 1 rolls both dice and crosses out either the sum of both dice or both numbers rolled. For example, 5 and 3 are rolled, cross out either 8 (5+3) or 5 and 3.
- If six or less numbers are left then the player only rolls one dice. Player one continues until they can not cross off any more numbers (eg, they roll 5 and 3 but the numbers 5, 3 and 8 have already been crossed off).
- Player one adds the remaining numbers together to get a score for that round.
- Player 2 then begins their turn.
- Continue until each player has five turns.
- The winner is the person with the lowest total.

## Variations

- Use different numbered dice (9 or 12 sided) and adjust the numbers that students cross off (eg, 1 to 20)
- Students need to cross off all numbers, the first to do so is the winner

## What does this game teach?

This is a deceptively difficult strategy game and students need to figure out that they should cross out the higher numbers first because once they only have six numbers left they can only roll one dice and therefore can not cross out numbers higher than six. Allowing students to realize this enhances their problem-solving skills.

6	8	7	9	5	4	3	2	1
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# KNOCKOUT NINE

Game Board

1	2	3	4	5	6	7	8	9
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# UP & DOWN

A game for 2-4 players

## Equipment

- Three six-sided dice
- Pencil and paper

## Rules

- Each player writes the numbers 1-12 and 12-1 on a piece of paper.
- Player 1 rolls three dice and crosses out any of the numbers rolled or a combination of the numbers added together. For example, a 4, 2 and 3 are rolled. The player can cross out 2, 3 and 4 OR 5 (2+3) and 4 OR 6 (2+4) and 3 OR 7 (3+4) and 2 OR 9 (2+3+4).
- Player 2 then takes their turn.
- Players must cross out all ascending numbers (1-12) before crossing out the descending numbers (12-1).
- The winner is the first person to cross out all of their numbers.

## Variations

- Players need to cross out the numbers in numerical order (eg, cross out 1, then 2, etc)
- Use an operations dice and have students use the operation rolled at least once (eg, roll 2, 5, 1 and -, player must use subtraction for one number)

## What does this game teach?

This game teaches strategy and addition.

12 12

11 11

10 10

9 9

8 8

7 7

6 6

5 5

4 4

3 3

2 2

1 1

1 1

2 2

3 3

4 4

5 5

6 6

7 7

8 8

9 9

10 10

11 11

12 12

UP &

DOWN

Game Board

# DEAD DICE

A game for 2-4 players

## Equipment

- Five six-sided dice
- Paper and pencil

## Rules

- Player 1 rolls all 5 dice. If they did not roll a 6 or a 1 then they add all of the dice values together. If a 1 or a 6 (or both) was rolled then that player scores zero for that turn.
- Player 1 then removes any 1s or 6s that were rolled and place them to the side.
- Player 1 then rolls the remaining dice and continues playing until all dice have been removed after rolling a 1 or a 6; record the total score on a piece of paper.
- Player 2 then takes their turn.
- The winner is the player with the highest score after five turns.

## Variations

- If players have difficulty waiting for their turn then modify the game so that Player 1 records their score and the number of dice that did not roll 1 or 6, then Player 2 takes their turn. When it is Player 1's turn again then they roll the number of dice they recorded after their last turn.
- Use different numbered dice
- Use an operations dice to allow students to multiply, divide, subtract and add

## What does this game teach?

This game teaches addition and chance

# HIGH DICE

A game for 2-4 players

## Equipment

- Three six-sided dice
- Pencil and paper

## Rules

- Player 1 rolls all three dice. The dice with the highest value is set aside and the remaining two dice are rolled.
- Again, set aside the highest number and roll the last dice.
- Add all three dice together and record the score.
- Player 2 then takes their turn.
- Continue for five rounds.
- The winner is the person with the highest score.

## Variations

- The winner could be determined by the highest score for a round or by adding the scores from each round and determining who has the highest total score.
- Use different numbered dice.
- Use an operations dice to determine if the player is adding, subtracting, multiplying or dividing.

## What does this game teach?

This game teaches addition.

# TIP & TURN TO 50

A game for 2-4 players

## Equipment

- One six-sided dice

## Rules

- Players share the dice. Player 1 rolls the dice and says the number rolled.
- Player 2 then tips the dice onto a different side (not rolling the dice) and adds the value shown to the number Player 1 rolled (keeping a cumulative total).
- Play continues with players taking turns to tip the dice and add to the cumulative total.
- Continue until a player reaches 50 without going over. If a player is forced to go over 50 then they lose.

## Variations

- Change the winning total (50) to a different number
- Use an operations dice to make the game more challenging

## What does this game teach?

This game teaches addition and strategy. It also encourages students to learn the position of numbers on the dice.

# DICE TURNOVER

A game for 2 players

## Equipment

- Two six-sided dice
- Paper and pencil

## Rules

- Player 1 rolls both dice and multiplies the numbers rolled to produce a score.
- Player 1 then has the choice to keep that score or tip one dice over so that a different number is showing. If the player chooses to tip a dice then they can only tip one dice once, they must then multiply both numbers and record the score.
- Player 2 then takes their turn.
- Players keep a cumulative total for five rounds.
- The player with the highest score after five rounds is the winner.

## Variations

- Use different numbered dice
- Use an operations dice to determine if players add, subtract, divide or multiply
- Aim for the lowest total after five rounds to win

## What does this game teach?

This game teaches multiplication



# CLIMB THE LADDER

A game for 2 players

## Equipment

- One six-sided dice with dots
- A Climb the Ladder board per player
- Pencils

## Rules

- Player 1 rolls the dice and colors that number of squares on the Climb the Ladder board.
- Player 2 then takes their turn.
- Continue playing, using alternating colors on each turn to show the different turns.
- The first person to reach the top of the ladder is the winner.

## Variations

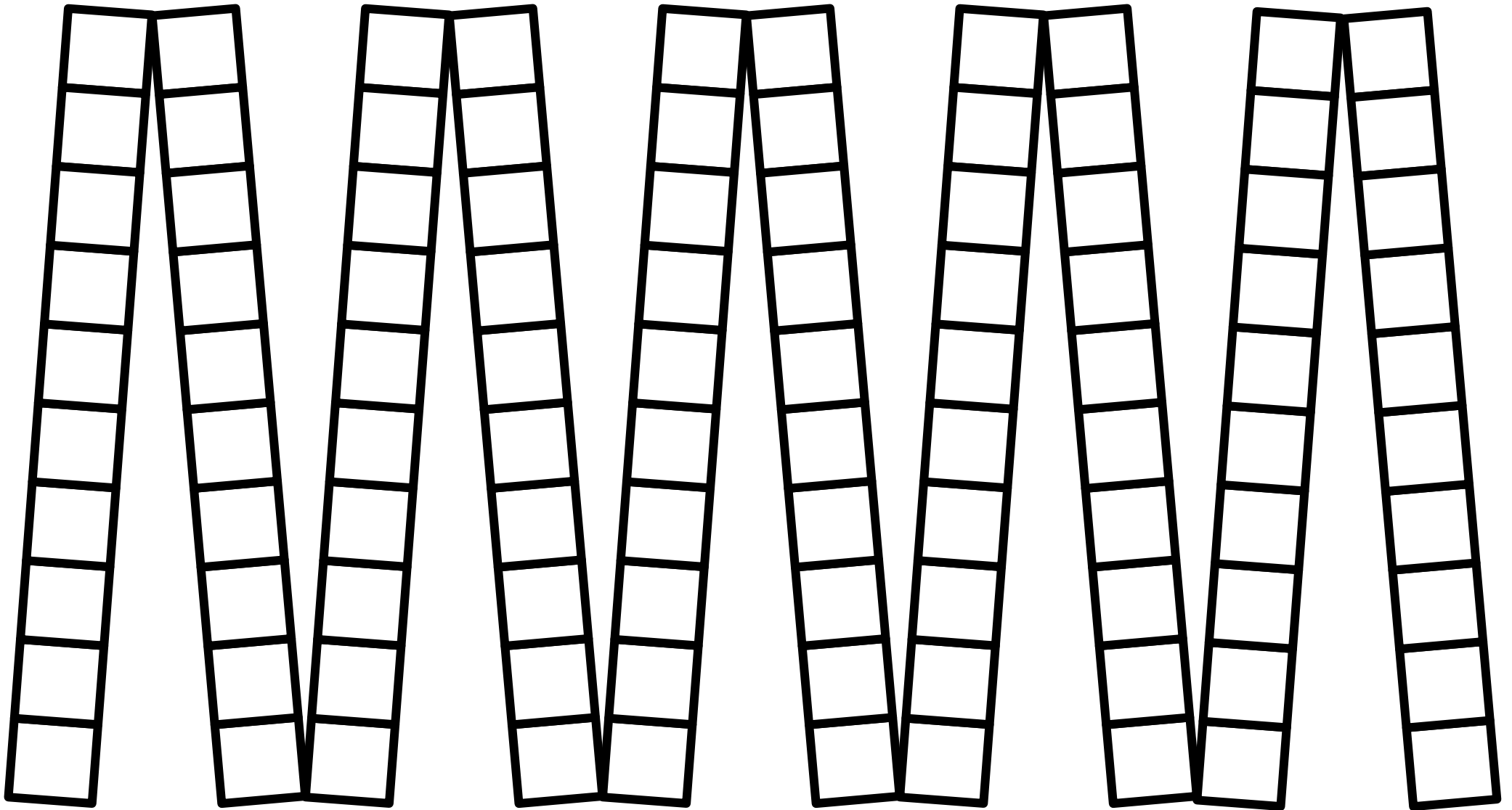
- Start at the top of the ladder and climb down to teach subtraction
- Keep a cumulative total of the numbers rolled
- Counters could be used to cover the squares instead of coloring the board
- Have students complete a section of the ladder only if the exact number is rolled. For example, a six is rolled first, color six squares. The player must then roll a 1, 2, 3 or 4 to color more squares on that row. If they roll a 5 or a 6 then they must color squares on the next ladder.

## What does this game teach?

This game teaches basic counting and making tens. It also reinforces number knowledge of bonds to ten.

# CLIMB THE LADDER

Game Board



# TRADING PLACES

A game for 2-4 players

## Equipment

- One six-sided dice
- Bundling sticks ( eg, popsticks)
- Elastic bands
- MAB blocks
- Trading Places game board

## Rules

- Select a target number (eg, 100).
- Players take turns to roll the dice and collect that many bundling sticks and place them in the ones column on the game board.
- A player can have up to 9 sticks in the ones column at a time, once they have ten then the sticks must be traded or bundled into a group of ten (use an elastic band to hold them together) and placed into the tens column.
- Once a player has ten bundles of ten then they must be traded for a hundreds bundle.
- The first player to reach the target number is the winner.

## Variations

- Start with a hundreds bundle and use subtraction to work backwards to zero
- Use different numbered dice

## What does this game teach?

This game teaches place value. It also reinforces basic addition and number bonds to ten.

# TRADING PLACES

Game Board

Hundreds	Tens	Ones

# CAPTURE THE SQUARE

A game for 2 players

## Equipment

- Three six-sided dice
- Hundreds grid or game board
- Two different colored pencils (one per player)
- Record sheet

## Rules

- Player 1 rolls the dice and forms as many different equations as possible using the numbers rolled (using addition, multiplication, division and subtraction).
- Player 1 records their equations and colors the answers on the game board (eg, the equation was  $5 \times 3 + 1$  so the number 16 is colored).
- Once a square has been colored in it may not be colored again.
- Player 1 can color as many squares as possible using the numbers rolled.
- Player 2 then takes their turn.
- The winner is the person who colors the most squares after ten turns (this can be varied depending on time restraints).

## Variations

- Use different numbered dice
- Students can only claim a set number of squares each turn
- This game could be played single player with a set time - how many squares are claimed in five minutes?

## What does this game teach?

This game teaches strategy and encourages students to think about different operations and how they can be used to make a certain number.

# CAPTURE THE SQUARE

Game Board

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>
<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>
<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>	<b>26</b>	<b>27</b>	<b>28</b>	<b>29</b>
<b>30</b>	<b>31</b>	<b>32</b>	<b>33</b>	<b>34</b>	<b>35</b>	<b>36</b>	<b>37</b>	<b>38</b>	<b>39</b>
<b>40</b>	<b>41</b>	<b>42</b>	<b>43</b>	<b>44</b>	<b>45</b>	<b>46</b>	<b>47</b>	<b>48</b>	<b>49</b>
<b>50</b>	<b>51</b>	<b>52</b>	<b>53</b>	<b>54</b>	<b>55</b>	<b>56</b>	<b>57</b>	<b>58</b>	<b>59</b>
<b>60</b>	<b>61</b>	<b>62</b>	<b>63</b>	<b>64</b>	<b>65</b>	<b>66</b>	<b>67</b>	<b>68</b>	<b>69</b>
<b>70</b>	<b>71</b>	<b>72</b>	<b>73</b>	<b>74</b>	<b>75</b>	<b>76</b>	<b>77</b>	<b>78</b>	<b>79</b>
<b>80</b>	<b>81</b>	<b>82</b>	<b>83</b>	<b>84</b>	<b>85</b>	<b>86</b>	<b>87</b>	<b>88</b>	<b>89</b>
<b>90</b>	<b>91</b>	<b>92</b>	<b>93</b>	<b>94</b>	<b>95</b>	<b>96</b>	<b>97</b>	<b>98</b>	<b>99</b>

# KEEP OR BIN

A game for 2-4 players

## Equipment

- Three ten-sided dice
- Game board
- Pencil

## Rules

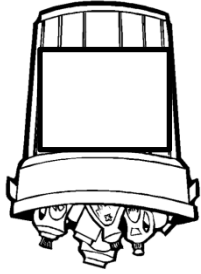
- Player 1 rolls all three dice and records the numbers rolled on the game board. The player then uses any operation and the numbers rolled to create the largest single-digit number they can. For example, if 4, 2 and 3 are rolled the player could make the equation  $4+3+2=9$ . They could not make the equation  $4 \times 3 + 2 = 14$  as this is not a single-digit number.
- The player then writes the number in any of the five boxes on the side of the game board or in the bin box if they wish to discard the number.
- After six rounds each player should have a 5-digit number in the boxes on the side of the board (and one number in the bin) - the winner is the player with the highest 5-digit number.

## Variations

- Change the number of rounds to make smaller (3-digit) or larger (7-digit) numbers
- Have students say their final number out loud
- Change the rules so the winner is the player with the smallest 5-digit number

## What does this game teach?

This game teaches place value and it encourages students to look for different ways to combine numbers.



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					Round 6
					Round 5
					Round 4
					Round 3
					Round 2
					Round 1
Answer	Equation	Numbers Rolled	PLAYER 1		

# KEEP OR BIN

Game Board

PLAYER 2	Numbers Rolled			Equation	Answer
Round 1					
Round 2					
Round 3					
Round 4					
Round 5					
Round 6					

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# THREE SCORE

A game for 2 players

## Equipment

- Two six-sided dice

## Rules

- Player 1 rolls both dice and does all of the following:
  - Add the numbers together
  - Find the difference between both numbers
  - Multiply both numbers
  - Add the answer to all three equations to find the score for the first round
- Player 2 then takes their turn.
- Continue for five rounds, keeping a cumulative total after each round.
- The winner is the player with the highest cumulative total.

## Variations

- Use different numbered dice
- Players race to be the first to a set number (eg, 100)

## What does this game teach?

This game allows students to practice skills in addition, subtraction and multiplication.

# DOUBLE, HALVE OR KEEP

A game for 2-4 players

## Equipment

- Two different colored six-sided dice

## Rules

- Select one colored dice to represent tens, the other color represents ones. Select a target number between 5 and 122.
- Player 1 rolls both dice to make a number. They then choose one of the following actions:
  - Double the number
  - Halve the number
  - Keep the number
- The player closest to the target number after everyone has had a turn is the winner.

## Variations

- Play for a set number of rounds
- Play to a set number rather than closest to the number
- Use different numbered dice or more dice (you will need to change the number range - find the smallest and largest numbers that could be made with the dice you choose, halve the smallest number and double the largest number to find the new number range)

## What does this game teach?

This game allows students to practice skills in doubling and halving. It could be used to reinforce learning about odd and even numbers and what happens when they are doubled or halved.

# BULLSEYE

A game for 2 players

## Equipment

- One four-sided dice
- One twenty-sided dice
- Paper and pencil for scoring

## Rules

- Player 1 rolls both dice.
- The four-sided dice determines what is done to the number rolled on the twenty-sided dice.
  - If a two is rolled on the four-sided dice, then the other number is doubled.
  - If a three is rolled then the number on the twenty-sided dice is tripled.
  - If a one is rolled then the number on the twenty-sided dice is unchanged.
  - If a four is rolled then the player says "Bullseye" and scores 50 points for that round.
- Keep a cumulative total; the first player to reach 500 is the winner.

## Variations

- Change the target number from 500
- Subtract from 500 and the first player to reach zero is the winner

## What does this game teach?

This game allows students to practice doubling and tripling numbers to 20.

# MULTIPLE MADNESS

A game for 2-4 players

## Equipment

- One six-sided dice
- Game board
- Different colored counters (1 per player)

## Rules

- Select a multiple you want students to focus on (eg, x5).
- Player 1 rolls the dice and moves their counter along the game board.
- If they land on a multiple of the focus number (eg, focus number is 5, multiples are 5, 10, 15, 20, etc) then they have another turn.
- If they do not land on a multiple of the focus number then it is the next players turn.
- The winner is the first person to reach 100.

## Variations

- Use a different dice
- Use two multiples (eg, 5 and 10) and players miss a turn if they land on a number that is a multiple of both numbers (eg, 50)
- Start at 100 and count backwards down the game board

## What does this game teach?

This game reinforces skip counting and multiplication tables.

# MULTIPLE MADNESS

Game Board

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

# PRIME & SQUARE

A game for 2-4 players

## Equipment

- One six-sided dice
- Game board
- Different colored counters (1 per player)

## Rules

- Player 1 rolls the dice and moves their counter along the game board.
- If a player lands on a square number then they move their counter to the next square number.
- If they land on a prime number then they move their counter back to the previous prime number.
- The winner is the first person the reach 100.

## Variations

- Start at 100 and count backwards down the game board
- Use different numbered dice

## What does this game teach?

This game reinforces knowledge of prime and square numbers. As students gain confidence with these numbers they could use the more difficult game board (such as the included Challenge Board) that does not have the prime and square numbers identified.

# PRIME & SQUARE

Game Board

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

Prime

Square

# PRIME & SQUARE

Game Board – Challenge Board

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10



# ANY WAY

A game for 2-4 players

## Equipment

- One eight-sided dice or compass dice
- Game board
- Different colored counters (1 per player)
- Paper and pencil for scoring

## Rules

- Players place their counter in one of the highlighted squares in the middle of the game board.
- Player 1 rolls the dice and moves their counter in the direction indicated on the game board.
- Player 1 records the number they have landed on.
- Player 2 then takes their turn.
- Players keep a cumulative total of the numbers they land on.
- If a counter moves off the game board then it is returned to any of the highlighted numbers in the middle of the board.
- Continue playing for ten rounds.
- The winner is the player with the highest total score.

## Variations

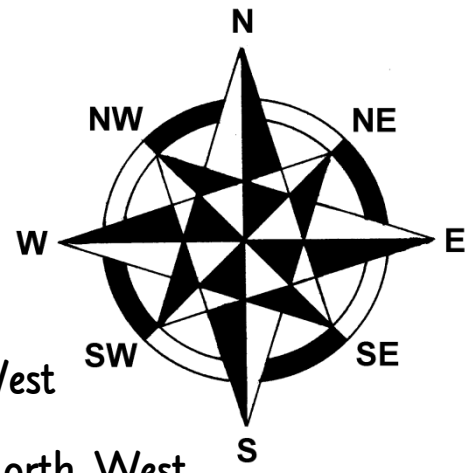
- Reduce the directions of movement by using a four-sided dice
- Players start with a score of 500 and subtract, the first player to reach zero is the winner

## What does this game teach?

This game reinforces addition of two-digit numbers while teaching directions.

# ANY WAY

## Game Board



1 = North      3 = East      5 = South      7 = West  
2 = North East   4 = South East   6 = South West   8 = North West

90	91	92	93	94	95	96	97	98	99
80	81	82	83	84	85	86	87	88	89
70	71	72	73	74	75	76	77	78	79
60	61	62	63	64	65	66	67	68	69
50	51	52	53	54	55	56	57	58	59
40	41	42	43	44	45	46	47	48	49
30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19
0	1	2	3	4	5	6	7	8	9

# TABLE DICE

A game for 2 players

## Equipment

- One ten-sided dice (numbered 1-10)
- Game board
- Counters in two different colors

## Rules

- Player 1 rolls the dice and uses a counter to cover any number on the board that is a multiple of the number rolled (eg, a three is rolled so any number that is a multiple of three can be covered).
- The player must state the multiplication sum while placing their counter.
- Player 2 then takes their turn.
- The first player to cover four numbers in a row (vertically, horizontally or diagonally) is the winner.

## Variations

- Students must also state a division sum based on the number they place their counter on
- Use different dice (eg, six-sided dice for multiplication up to six)

## What does this game teach?

This game reinforces multiplication facts. It also involves strategy to cover four numbers in a row and to stop the other player from winning.

# TABLE DICE

Game Board

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>
<b>3</b>	<b>6</b>	<b>9</b>	<b>12</b>	<b>15</b>	<b>18</b>	<b>21</b>	<b>24</b>	<b>27</b>	<b>30</b>
<b>4</b>	<b>8</b>	<b>12</b>	<b>16</b>	<b>20</b>	<b>24</b>	<b>28</b>	<b>32</b>	<b>36</b>	<b>40</b>
<b>5</b>	<b>10</b>	<b>15</b>	<b>20</b>	<b>25</b>	<b>30</b>	<b>35</b>	<b>40</b>	<b>45</b>	<b>50</b>
<b>6</b>	<b>12</b>	<b>18</b>	<b>24</b>	<b>30</b>	<b>36</b>	<b>42</b>	<b>48</b>	<b>54</b>	<b>60</b>
<b>7</b>	<b>14</b>	<b>21</b>	<b>28</b>	<b>35</b>	<b>42</b>	<b>49</b>	<b>56</b>	<b>63</b>	<b>70</b>
<b>8</b>	<b>16</b>	<b>24</b>	<b>32</b>	<b>40</b>	<b>48</b>	<b>56</b>	<b>64</b>	<b>72</b>	<b>80</b>
<b>9</b>	<b>18</b>	<b>27</b>	<b>36</b>	<b>45</b>	<b>54</b>	<b>63</b>	<b>72</b>	<b>81</b>	<b>90</b>
<b>10</b>	<b>20</b>	<b>30</b>	<b>40</b>	<b>50</b>	<b>60</b>	<b>70</b>	<b>80</b>	<b>90</b>	<b>100</b>

# THREE IN A LINE

A game for 2 players

## Equipment

- Two ten-sided dice (numbered 0-9)
- Game board
- Two different colored pens

## Rules

- Select two numbers; write the smallest number at the start of the number line and the largest number at the end.
- Player 1 rolls both dice and uses the numbers to create a two-digit number (eg, 4 and 2 were rolled; player can make either 42 or 24).
- Player 1 writes the number on the number line.
- Player two then takes their turn and writes their number on the same number line using a different color to player 1.
- The winner is the first person to get three numbers in a row (they do not need to be consecutive).

## Variations

- Alter the end points on the number line (eg, 1-100, 1-10, 0-1, etc)

## What does this game teach?

This game teaches number ordering and strategy. Changing the end points of the number line (see variations) will cater to different abilities and concepts.

# THREE IN A LINE

Game Board



# NUMBER FILL-IN

A game for 2 players

## Equipment

- Two ten-sided dice
- Game board (2 different tracks are included; Track 1 will be a longer game)
- Two different colored pens

## Rules

- Select start and end numbers and write them on the game board.
- Player 1 rolls both dice and makes a two-digit number (eg, a 2 and 4 were rolled; player can make 24 or 42).
- Player 1 writes their number anywhere on the number track.
- Player 2 takes their turn and writes their number on the same number track.
- Numbers written on the game board must be in order but they do not need to be consecutive; if there is no gap for a number to be written then that player misses that turn. For example, Player 1 writes the number 24; Player 2 wants to write 16 – they must write it on the line before 24. If Player 2 writes 16 next to 24 and then any numbers between 16 and 24 can not be used.
- The player who completes the game board by writing the last number is the winner.

## Variations

- Use decimal numbers (start with 1 and end with 2)
- Use three dice to make three-digit numbers to 999

## What does this game teach?

This game reinforces ordering two-digit numbers

# NUMBER FILL-IN

## Cam Board

Start

Track 1

Finish

Finish

Start

Track 2



# MAKE 100

A game for 2 players

## Equipment

- Two six-sided dice
- Paper and pencil

## Rules

- Player 1 rolls both dice and combines them using any operation to create a score.
- Record the score (keep a cumulative total after each turn).
- Player 2 takes their turn.
- The winner is the first player to reach 100 or is the closest to 100 after five rounds.

## Variations

- Use different numbered dice
- Use an operations dice to determine which operation will be used
- Change the target number

## What does this game teach?

This game allows students to practice all operations. There is also strategy involved with students opting to multiply early in the game and addition later.

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