



## Collect TEN

In pairs students roll their dice. The student that rolls the highest number wins a counter. The first player to collect 10 counters is the winner.

**Variation:** Use a 6, 10, 12 or 20 sided dice.

*Can be played with numeral or dot dice.*



## Dice Tally

Roll a dice and write the number on a white board. After 10 turns of rolling the dice, tally the number of each number rolled. See which number you have rolled the most.

## Empty number line sums



**Players** roll two dice and write the total on an empty number line. The first player to fill their number line to 20 wins.

NB: Observe the number lines to see how the players filled and distributed their numbers on the empty number line.

**Variation:**

*Use a 10 sided dice and number line to 10*



## Draw a Mouse

The aim of the game is to be the first to complete a Mouse. Each roll of the die enables a particular body part to be drawn as follows:

- 6 = body
- 5 = nose
- 4 = whiskers
- 3 = eyes
- 2 = ears
- 1 = tail

The body must be drawn before the other body parts are added to it, so players must therefore roll a 6 to start. Once the body has been drawn, the other parts of the mouse may be added in any order. If you roll a number which relates to a part you have already added, you miss your go and pass the die on.

**Variation:** Change the die. Change the values to match adding or subtracting 1.

## Beat that



In pairs or small groups players take 10 turns to roll two dice and add them together. The player is aiming to make the highest number possible to beat the other players' numbers. Players record the total. At the end of the game they order these numbers from smallest to largest.

Variation: Use three or four dice or use two ten-sided dice. Play again, this time the aim is to make the smallest number possible.

## Two-dice sums



Players need a whiteboard or piece of paper with a number line drawn from 2 - 12.

Students place a counter on each number from 2 -12. .

Players take it in turns to roll two dice and add the sum. A player is able to take a counter once that answer is worked out. The player to first collect all of their counters from their board wins.

