

Dice Games

A1. Explore, Identify and Record place value 0-99

Find It

- Pupils roll a standard die and then find a cell with the same number of dots. They cover the dots with a counter in their colour and then give their partner a turn. Three in a row in a single colour wins the game.
- Small groups or even the whole class can play the Bingo version of this game. Each pupil needs a bingo card and a small handful of counters in a single colour. Have the “caller” roll a die and call out the number to be covered. As in traditional Bingo, three in a line (across, down or diagonal) wins the round.

<https://mindfull.wordpress.com/2015/01/24/find-it-a-subitizing-bingo-game/>

Little Piggy

- The aim of this game is to be the first player to get to **50**. The first player rolls both dice and finds the sum. He can keep rolling as long as he wants, adding all of the numbers to the sum. He can stop at any time, write down the score for that round and pass the dice to the other player. It sounds like a good idea to keep playing, but...
Be Warned! It could go wrong if you play too long. If you roll a double 1 then that turns your score for that round to ‘0’ and ends your go. If you roll a double 6 then that **wipes out your entire score** and you have to start again! Dare you play Little Piggy?

Bricks

- Each pupil will need a copy of the bricks sheet and a dice. They throw a 1-6 dice 4 times and fill in the bottom row of the brick pattern. Now complete the next row by adding the two boxes below each brick. The player who achieves the highest final number (at the top of the brick pattern) is the winner.
- **Extension:** Challenge the children to reorder their starting numbers, can they arrange them so that they get a different final total? Alternatively, pupils roll the dice three times and place those numbers in the second row of the Brick pattern. Now they must chose appropriate numbers to place beneath the dice numbers to make the pattern work. In some cases this may not be possible without the use of negative numbers.

