

Double's Race (Math Dice Game)

Math Skill(s): *Skip Counting*

Materials: *Dice, 2 Scratch Papers, Pencil*

Objective of the Game: *Be the player to write all of the numbers to get to an established number (goal).*

1. Set a Skip Counting Rule and then a Final Number Goal.
 - a. Example- Skip Count by 2's (Rule) until you reach 20 (Final Number Goal)
2. In a fair way, decide which player will be the first writer. This player starts with the shared pencil.
3. The person who is next to write will be the 1st roller. (You have to roll a double to earn the pencil)
4. The person rolling the number cubes will say "1,2,3 Go" and they will begin rolling the cubes trying to get a double and the writer will begin writing numbers according to the rule. (Remember to separate your numbers with commas)
5. The writer continues to write and the roller continues to roll until they reach a double. If the roller gets a double, they say "Double" and do not touch the number cubes. The writer checks that the roller rolled a double and then takes the number cubes and begins rolling. The previous roller then gets the pencil from the writer and they begin writing to get the goal. The previous writer will have to wait until it is their turn again; even if they did not finish writing the number that they were on.
6. Play continues in this order until the first person who reaches the Final Number Goal for the game.
7. For an easier or harder challenge, players can choose to skip count by different numbers to reach a bigger total.

"Double's Race" Math Dice Game

<https://youtu.be/WTUNgkFkjbM>



Make 10 (Math Dice Game)

Math Skill(s): *Addition and Subtraction*

Materials: *Dice, Scratch Paper, Pencil, Number Chart (if needed)*

Objective of the Game: *Be the player who has the most points at the end of the game.*

1. Player 1 will roll the dice.
2. Player 1 will try to find what number needs to be added to make ten. The number needed to make ten becomes the player's score for that round.
3. Player 1 records their points on a scoreboard.
4. Player 2 now takes a turn following the same steps.
5. Play continues until an established time is over or until they reach an agreed upon scoring total.
6. For a challenge, students may add an additional dice to add and then find the difference to make 10.

"Make 10" Math Dice Game

<https://youtu.be/DEQQvrCaNtM>



Pig (Math Dice Game)

Math Skill(s): *Addition*

Materials: *Dice, Scratch Paper, Pencil*

Objective of the Game: *Be the first player to reach 100 points.*

1. Players take turns rolling two dice and finding their sum.
2. On a turn, a player can keep rolling (or being a PIG) as long as they wish and continue to add to their score.
 - a. After each roll, write down your running total for the round.
 - b. A player can stop rolling at any time and take the points for their turn.
 - c. However, if a player rolls a 1 on either dice, all points for that turn are lost.
3. Players switch roles and continue playing.
4. The winner of the game is the first person who reaches the score of 100.

"Pig" Math Dice Game

https://youtu.be/poE_H34AUBM



Roll To 0 (Math Dice Game)

Math Skill(s): *Addition and Subtraction*

Materials: *Dice, Scratch Paper, Pencil, Number Chart (optional)*

Objective of the Game: *Be the first player to reach 0 points.*

1. Each player starts at 100. They will write 100 on the top of their paper.
2. Players take turns rolling two dice and adding the numbers together.
3. After a player finds the sum of the two dice, they then subtract that number from the starting number, 100.
4. Players switch roles and continue playing.
5. The winner of the game is the first person who reaches the score of 0.

"Roll to 0" Math Dice Game

<https://youtu.be/44doAEvmuk>

