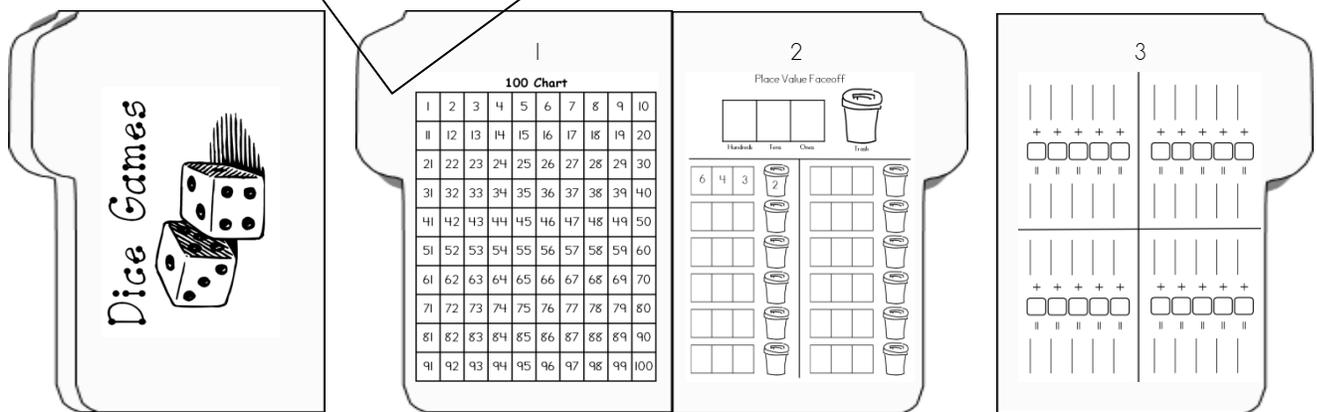


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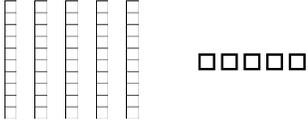
# How to use this book

Over the past few years, I have been conducting center workshops across the country. In the workshop, I would often say that teachers need to take a basic concept, figure out a fun way to practice the concept and get students to want to practice until they master the concept. One of the examples that I would use would be taking dice and math curriculum and finding ways to make game boards that practice basic concepts. Many teachers have asked me to create a packet of those boards with directions. So here is the packet of Dice Games. You will find the directions, the boards and even the dice inside. I also supplied blank dice (which you can write on with a permanent marker) for you to use to create new game boards or to create a different version of the ones that I have included. The game boards can be printed and given to students or you might choose to laminate the board and let the students use erasable markers to play the game. To create game folders use the first page of the black line masters to decorate a colored file folder. Cut out one game board on each side and then one on the back. Number the game boards and laminate the folder. You then have three games on one folder and can tell the students which numbered game board to play or give them a choice.



# Roll and Record

Roll the die. Record the numeral on the first line of the sheet. Write the number word on the next line and then represent (show) the number in the last column. For the last column use stickers, stamps, tally marks, money stamps, or drawings that will represent a visual value of the number. To increase the difficulty, add a second die. If the dice lands on 6 and 5, students could add the dice and represent the number 11 or show the numbers 56 or 65 by using the dice to represent place value. When using the dice with place value, students should use an extended version (i.e. – 5 tens and 6 ones), draw 10's and 1's tally marks or show the number in money.

Record	Write	Show
3	three	
5	five	
56	fifty-six	

# Counting Up

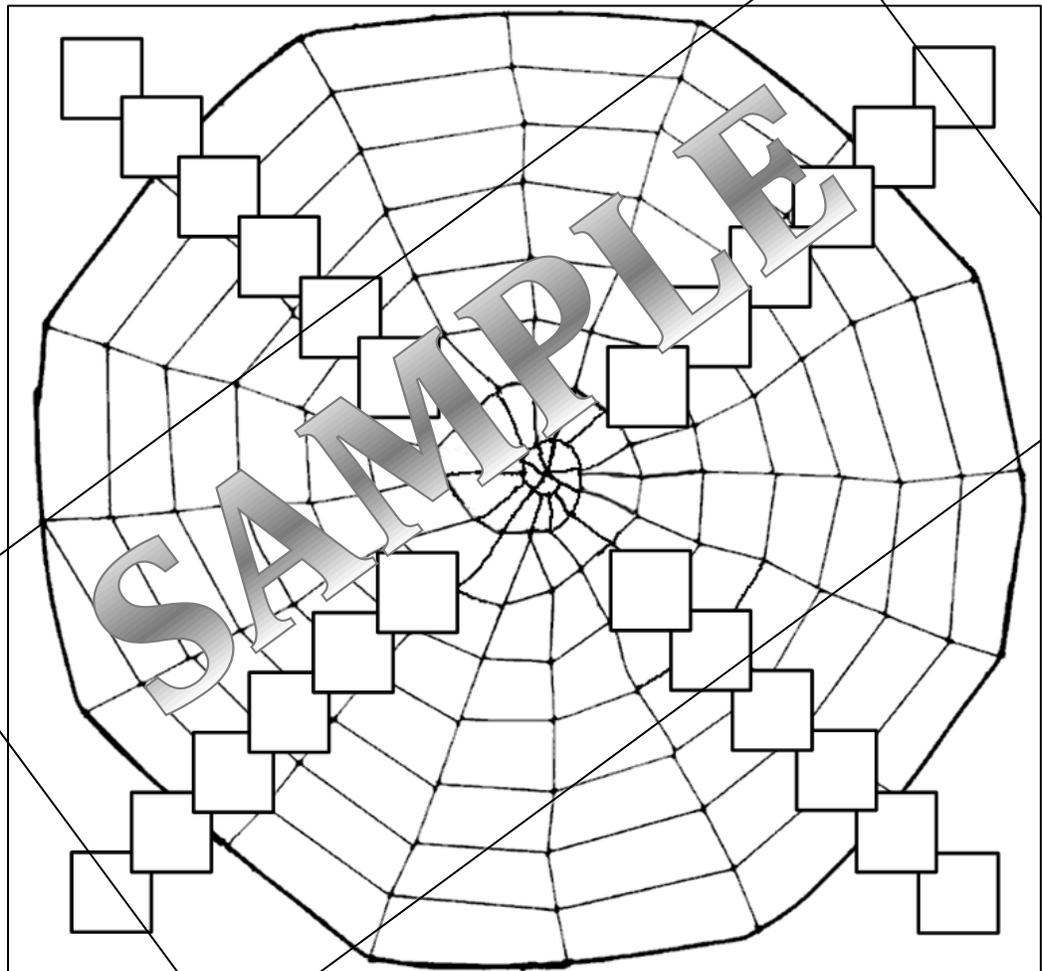
Using one numeral die and one regular die, players roll. They record the numeral die roll on the first line, say the number out loud and then “count up” the dots. This will teach students to start with the first number when adding and count on.

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*SAMPLE*

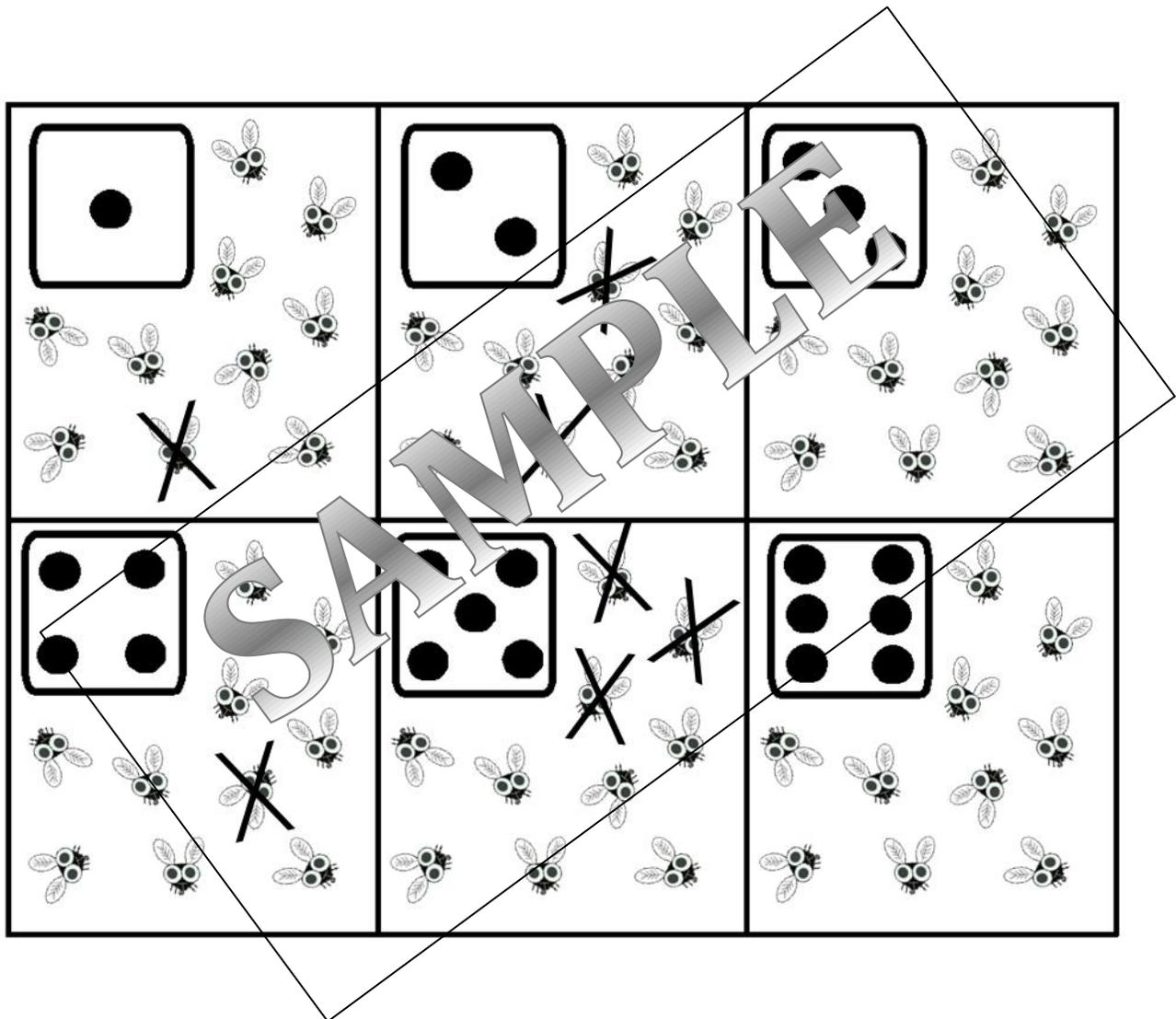
## Spider Sevens! (Up to 4 Players)

Each player will need one of the spiders on the squares to use as a marker on the board. Using the black line master children take turns rolling two dice and saying the sum of the two that they roll. Each time a player gets a 7 in any combination (6 & 1, 5 & 2, 3 & 4) they get to move their spider on the web toward the middle. First player to the middle of the web wins!



## Swatting Flies

Each space on the dice board contains 10 flies. Each time the student rolls a die, he may swat (and X out) one fly in the box that corresponds to the number rolled. The goal is to get all your flies in one box crossed out before your opponent.



## Place Value Faceoff

Each player takes a turn rolling four dice. They will each try to make the biggest number possible using three of the dice. They are allowed to discard one die. Each roll the player assigns one die to the hundreds position, one die to the tens

position and one die to the ones position. The player then combines their number to the opponents to determine who created the largest number. The game can also be played with players trying to create the lowest/smallest number possible.



### Place Value Face Off

Hundreds	Tens	Ones	Trash

6	4	3				
			2			

