

Dice Games

- Order order!

Draw 6 circles in a row (big enough to write a number in) Roll 2 dice and make a 2 digit number (first roll is tens digit, second roll is ones digit). Decide which circle to place the number in. It cannot move. Take it in turns to roll and make 2 digit numbers. Place the numbers you make in order if you can go on your line. The first person to write 6 numbers in order wins.

- Make 20

For this game you need to write out numbers 0 to 20 on a piece of paper. Make them big enough to put counters or coins on.

Take turns. Roll a dice. Put a coin on the number that goes with the dice number to make 20, e.g. throw a '4' and put a coin on 16.

If someone else's counter is there already, replace it with yours!

The first person to have counters on 6 different numbers wins.

Now roll two dice, add the numbers together and look for a number to make 20. The first with coins on 10 different numbers wins.

- Bean/Button race

You need two dice and a pile of dried beans (or buttons etc).

Take turns to roll the two dice.

Multiply the two numbers and call out the answer.

If you are right, you win a bean.

The first to get 10 beans wins.

- Number game 3

Use three dice. If you have only one dice, roll it 3 times.

Make three-digit numbers, e.g. if you roll 2, 4 and 6, you could make 246, 264, 426, 462, 624 and 642.

Ask your child to round the three-digit number to the nearest multiple of 10.

Check whether it is correct, e.g.

76 to the nearest multiple of 10 is 80.

134 to the nearest multiple of 10 is 130.

Roll again. This time round three-digit numbers to the nearest 100

- Dicey division

You each need a piece of paper. Each of you should choose five numbers from the list below and write them on your paper.

5 6 8 9 12 15 20 30 40 50

Take turns to roll a dice. If the number you roll divides exactly into one of your numbers, then cross it out, e.g. you roll a 4, it goes into 8, cross out 8.

If you roll a 1, miss that go. If you roll a 6 have an extra go.

The first to cross out all five of their numbers wins.

- Sum it up

Each player needs a dice.

Say: *Go!* Then each rolls a dice at the same time.

Add up all the numbers showing on your own dice, at the sides as well as at the top.

Whoever has the highest total scores 1 point.

The first to get 10 points wins.

- Target 1000

Roll a dice 6 times.

Use the six digits to make two three-digit numbers.

Add the two numbers together.

How close to 1000 can you get?

- Upside down dice

Roll 3 dice

What numbers will be facing down?

Make the biggest 3 digit number you can with the dice and the smallest 3 digit number with the top numbers you can see. Find the difference between them.

