

TOP 5 DICE GAMES

@DaleSidebottom

FOUR CORNERS



EQUIPMENT: 1 DICE, PAPER AND PEN
DESCRIPTION: NUMBER EACH CORNER OF THE ROOM 1 TO 4. PICK ONE STUDENT TO BE THE MASTER. THE MASTER CLOSSES THEIR EYES AND COUNTS ALOUD FROM TEN TO ZERO. MEANWHILE, EACH STUDENT TIPTOES SILENTLY TO ANY ONE OF THE FOUR CORNERS OF THE ROOM. EVERYONE MUST BE IN A CORNER BY THE TIME THE MASTER SAYS "ZERO" AND THEN CALLS OUT A NUMBER OF A CORNER. STUDENTS IN THAT CORNER ARE OUT AND MUST RETURN TO THEIR SEATS. THE OTHER STUDENTS CONTINUE IN THE GAME. THE GAME FINISHES WHEN YOU HAVE ONE WINNER AND THEY BECOME THE MASTER FOR THE NEXT GAME.

PIG



EQUIPMENT: 1 DICE AND SCORING SHEET PER PAIR

DESCRIPTION: STUDENTS PLAY 'PIG' IN PAIRS. THE FIRST STUDENT ROLLS THE DICE AS MANY TIMES AS THEY LIKE, ADDING UP THE TOTAL AS THEY GO. IF THE STUDENT THROWS A 1; ALL THEIR SCORE FOR THAT ROUND IS LOST. THE STUDENT ROLLING MAY STOP AT ANY TIME AND PUT THEIR SCORE IN THE BANK THE BANKED SCORE CANNOT BE LOST. WHEN A SCORE HAS BEEN BANKED THE DICE IS PASSED TO THE OTHER STUDENT WHO HAS THEIR TURN. THE WINNER IS THE FIRST STUDENT TO REACH 50 OR MORE. IF YOU WANT TO CHALLENGE THE STUDENT'S INCREASE THE TOTAL BANK SCORE TO 100.

BEAT THAT

EQUIPMENT: 2 DICE (UP TO 7 DICE FOR OLDER PLAYERS)
PAPER AND PENCIL

DESCRIPTION: THIS GAME CAN BE PLAYED IN PAIRS, THREES OR FOURS. STUDENTS TAKE IT IN TURNS TO ROLL THE DICE AND PUT THEM IN ORDER TO MAKE THE HIGHEST NUMBER POSSIBLE. FOR EXAMPLE, IF A STUDENT ROLLS A 4 AND 6, THEIR BEST ANSWER WOULD BE 64. STUDENTS USING 3 DICE, A ROLL OF 3, 5 AND 2 SHOULD GIVE THEM 532, AND SO ON. STUDENTS NEED TO WRITE DOWN THEIR ANSWER, PASS THE DICE AND CHALLENGE THE NEXT STUDENT TO "BEAT THAT". PLAY IN ROUNDS AND ASSIGN A WINNER TO EACH ROUND. FOR A CHANGE TRY MAKING THE SMALLEST NUMBER POSSIBLE! THIS IS A GREAT GAME FOR REINFORCING THE CONCEPT OF PLACE VALUE. IF YOU ARE PLAYING WITH YOUNGER STUDENTS EXPLAIN YOUR REASONING ALOUD AND ENCOURAGE THEM TO DO THE SAME.

THE FINAL COUNT DOWN

EQUIPMENT: PEN, PAPER AND DICE
DESCRIPTION: THIS GAME CAN BE PLAYED IN PAIRS, THREES OR FOURS. EACH STUDENT BEGINS WITH 100 POINTS. STUDENTS TAKE IT IN TURNS TO ROLL A DICE AND SUBTRACT THE NUMBER FROM THEIR 100 POINTS. THE FIRST PLAYER TO REACH ZERO IS THE WINNER. TO MAKE THE GAME MORE CHALLENGING CHANGE THE NUMBER OF POINTS THE STUDENTS BEGIN WITH. THE STUDENTS MAY ROLL TWO REGULAR DICE AND EITHER ADD OR MULTIPLY THE NUMBERS TOGETHER BEFORE SUBTRACTING FROM THE TOTAL.

THE BIG CROSS

EQUIPMENT: PEN, PAPER AND TWO DICE

DESCRIPTION: THIS GAME IS PLAYED IN PAIRS. EACH STUDENT WRITES THE NUMBERS 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, AND 12 ON A PIECE OF PAPER. STUDENTS TAKE TURNS TO ROLL TWO REGULAR DICE, ADD BOTH NUMBERS ROLLED TOGETHER AND CROSS OUT THE TOTAL ON THEIR PIECE OF PAPER. THE FIRST PLAYER TO CROSS OUT ALL THE NUMBERS IS THE WINNER.



BreakAppz