

Dice Game

A game for 2 or more.

1. Use 2 dice, different coloured counters and the chart below.



2. Throw the dice and total the numbers.

3. Use a counter to cover that number on the chart. The player with the most counters when all the numbers are covered is the winner.

| | | | | | |
|----|----|----|----|----|----|
| 6 | 2 | 7 | 10 | 4 | 9 |
| 9 | 11 | 4 | 8 | 3 | 12 |
| 7 | 5 | 12 | 6 | 10 | 5 |
| 3 | 8 | 4 | 2 | 7 | 11 |
| 10 | 9 | 7 | 5 | 11 | 3 |
| 2 | 12 | 5 | 8 | 6 | 2 |

Dice Game

A game for 2 or more.

1. Use 1 die, different coloured counters and the chart below.



2. Throw the die.

3. Use a counter to cover that number on the chart. The player with the most counters when all the numbers are covered is the winner.

| | | | | | |
|---|---|---|---|---|---|
| 1 | 4 | 5 | 2 | 6 | 1 |
| 5 | 3 | 2 | 6 | 3 | 4 |
| 2 | 4 | 1 | 3 | 1 | 4 |
| 6 | 3 | 5 | 6 | 2 | 6 |
| 4 | 1 | 3 | 6 | 4 | 5 |
| 5 | 2 | 6 | 2 | 4 | 3 |

0 **0** 0

1 **1** 1

2 **2** 2

3 **3** 3

4 **4** 4

5 **5** 5

6 **6** 6

7 **7** 7

8 **8** 8

9 **9** 9

Make the Highest Number.

Materials.

Game board

Pack of cards remove 10 cards from pack - ace to 9 and a queen card to equal 0

Method.

Select which game board.

A. Game board 3 columns and 4 rows

B. 4 by 4

c. Steps

The dealer shuffles the 10 cards and turns cards face down turning one over and shows this to everyone.

Players select the place on their game board where they are going to write the number each line is one game.

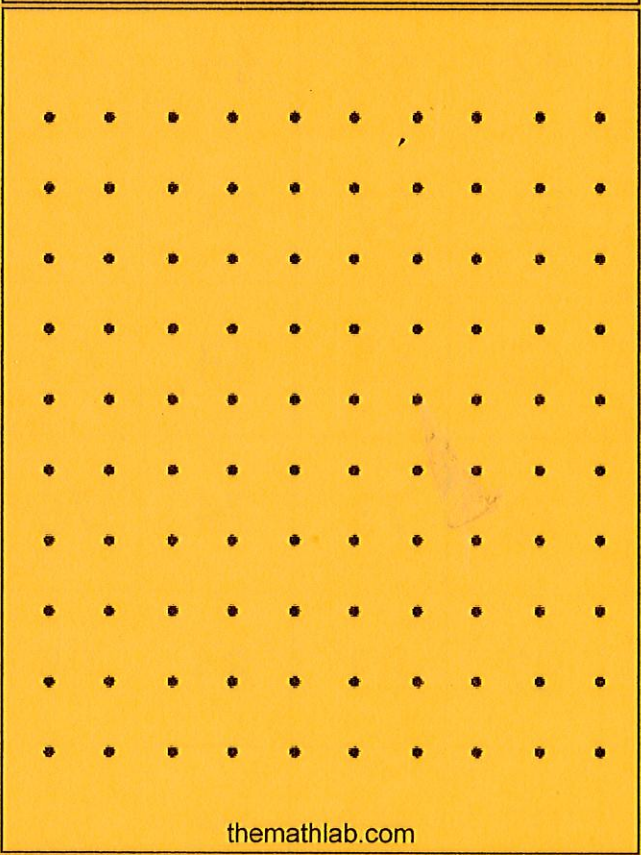
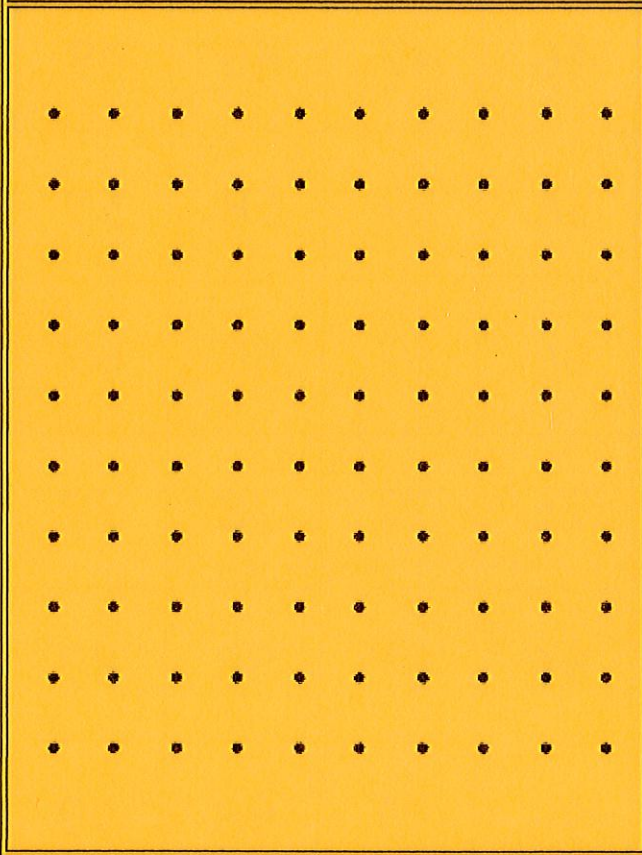
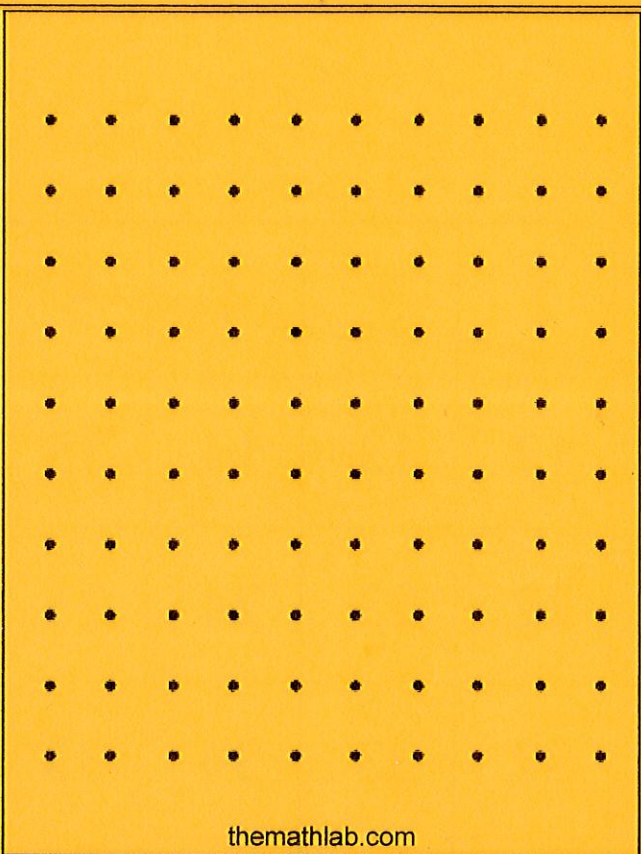
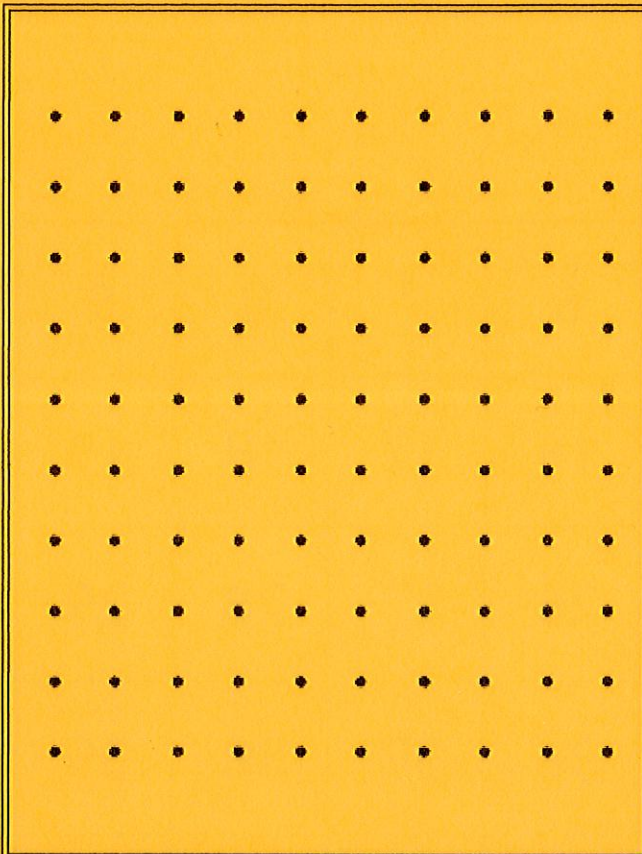
When everyone has written their number matching the dealers number down the next card is drawn until a line is complete.

The winner is the person with the highest number.

Variations.

1. Play the game with the aim of making the lowest possible number game.
2. Add up the lines and see who has the highest number when they are added together.
3. Play with dice. You can buy 10 sided dice with the number 0 to 9 on it.

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |



How to play the Product Game

A Game for 2

Equipment

30 – 40 counters in 2 colours (one colour for each player)

2 counters different to those above (to be use on the Factor List)

Game board

Object of the Game: To get four squares in a row—vertically, horizontally, or diagonally. It allows you to practice times tables knowledge and to use strategic thinking.

Instructions:

1. To begin the game, Player 1 moves a marker to a number in the factor list of numbers 1-9 along the bottom of the game board.
2. Player 2 then moves the other marker to any number on the factor list (including the number marked by Player 1). The product of the two marked numbers is determined, and that product is covered with one of Player 2's counters.
3. Player 1 moves *either* marker to another number (only one counter can be moved during each turn), and the new product is coloured with on of Player 1's counters.
4. Players take turns moving a marker, and each product is marked with the respective players counter, depending on which player made the product. However, if a product is already coloured, the player does not get a square for that turn.
5. Play continues until one player wins, or until all squares have been coloured.

The Product Game!

| | | | | | |
|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 12 | 14 |
| 15 | 16 | 18 | 20 | 21 | 24 |
| 25 | 27 | 28 | 30 | 32 | 35 |
| 36 | 40 | 42 | 45 | 48 | 49 |
| 54 | 56 | 63 | 64 | 72 | 81 |

Factor List

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|

Equipment:

- 6 Counters (use one to flick)
- 1 Board
- 2 or more players.
- 1 piece of scrap paper.
- 1 pen or pencil

How to play:

Get 5 counters lined up on the bottom of board under the 1 line. Using your flicker (counter), flick 5 counters down board, trying to keep them on the board.

Player tries to achieve the highest score. No throwing counters.

Adding score (1,2,3,4,5 & 10) need to be added together.
(X2) double your added score.

Play 5 rounds adding scores together each time.

At the end of round 5 see who has the most points and they are the winner.

X2

10

X2

5

4

3

2

1

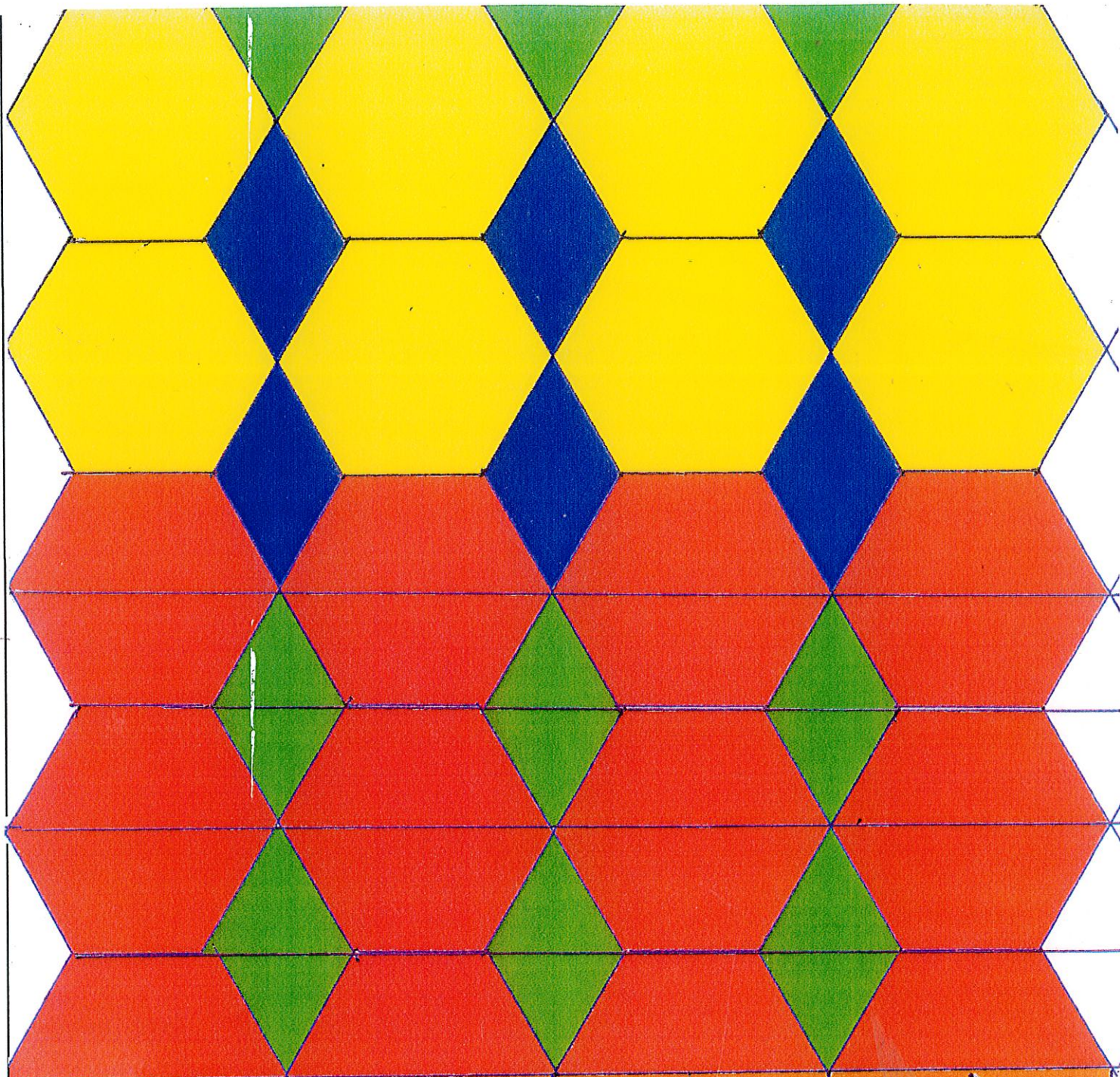
Just the ones
 1 ten & ones
 2 tens & ones
 3 tens & ones
 4 tens & ones
 5 tens & ones
 6 tens & ones
 7 tens & ones
 8 tens & ones
 9 tens & ones
 Hundred & ones
 Hundred, ten & ones

| | | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 |
| 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 |
| 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 |
| 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 |
| 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 |
| 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |
| 100 | 101 | 102 | 103 | 104 | 105 | 106 | 107 | 108 | 109 |
| 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 |

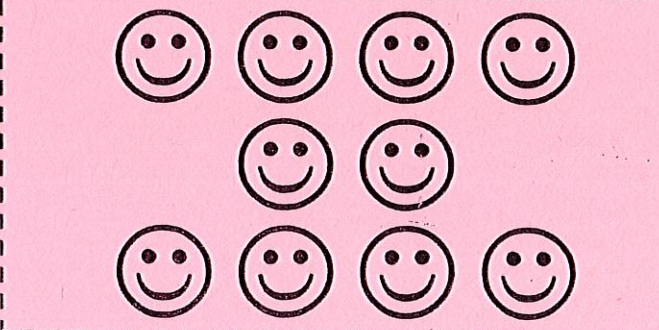
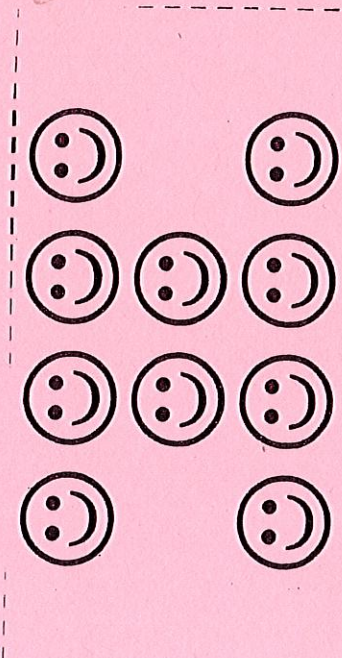
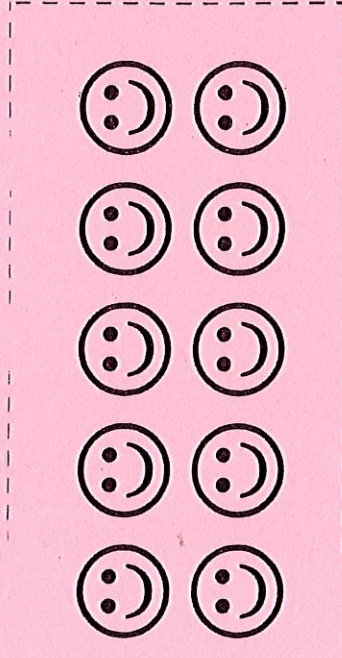
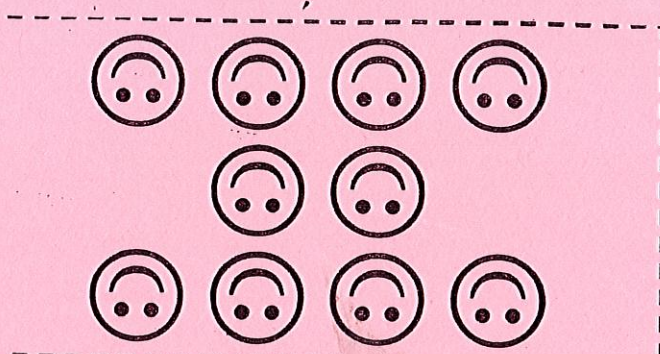
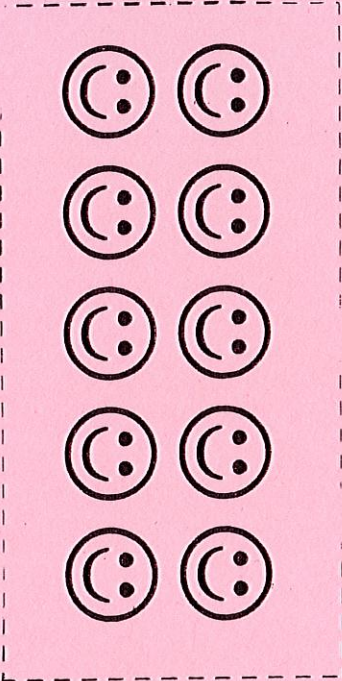
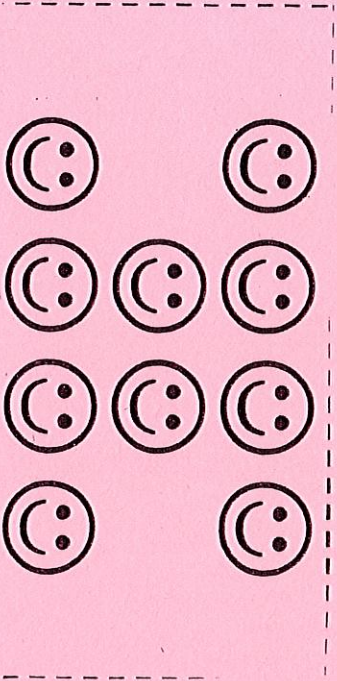
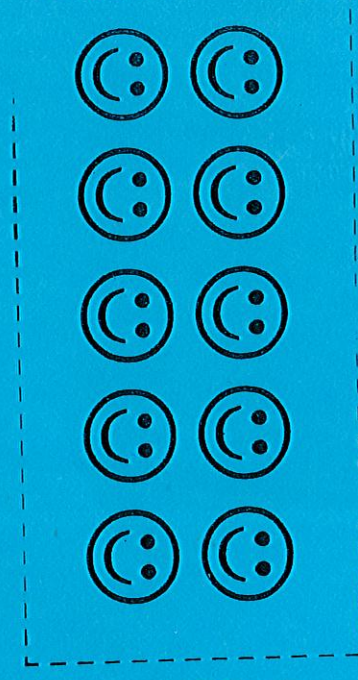
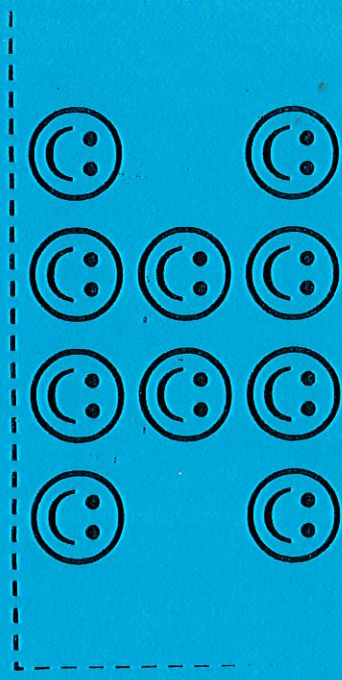
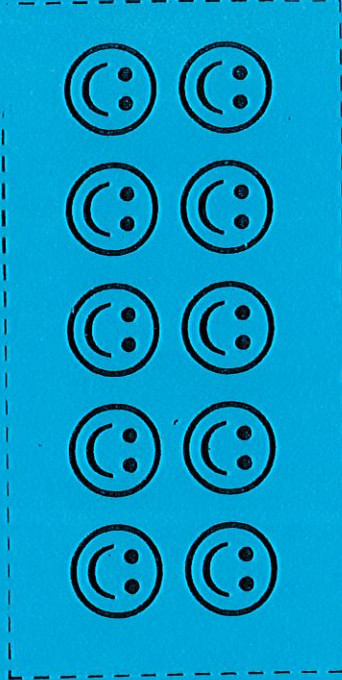
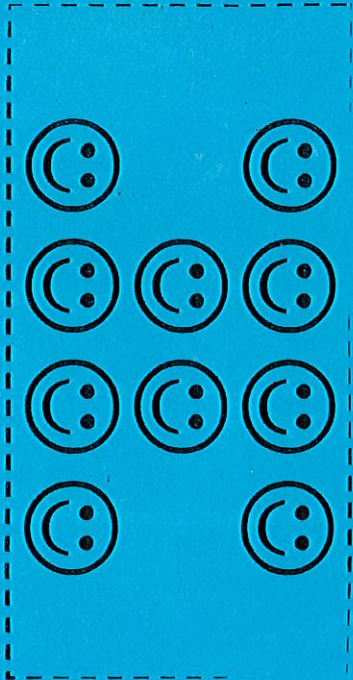
Just the ones
 Ten & ones
 Twenties
 Thirties
 Forties
 Fifties
 Sixties
 Seventies
 Eighties
 Nineties
 Hundred & ones
 Hundred, ten & ones

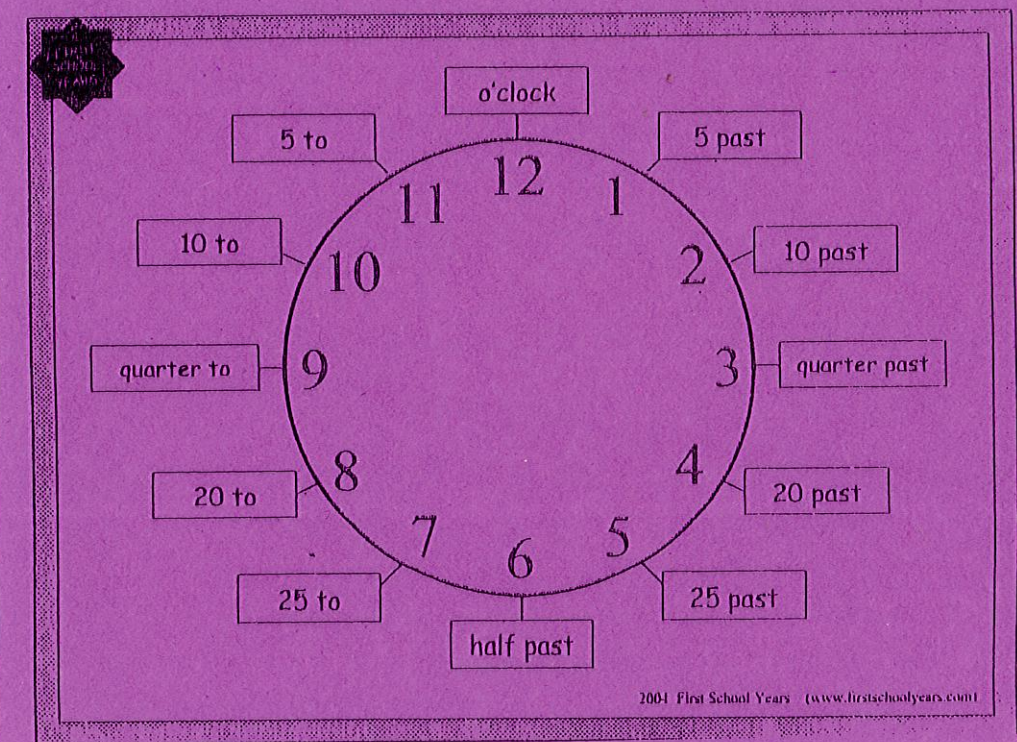
| | | | | | | | | | |
|-------------|-------------|---------------|--------------|--------------|-------------|---------------|---------------|--------------|-------------|
| One | Two | Three | Four | Five | Six | Seven | Eight | Nine | Ten |
| Eleven | Twelve | Thirteen | Fourteen | Fifteen | Sixteen | Seventeen | Eighteen | Nineteen | Twenty |
| Twenty one | Twenty two | Twenty three | Twenty four | Twenty five | Twenty six | Twenty seven | Twenty eight | Twenty nine | Thirty |
| Thirty one | Thirty two | Thirty three | Thirty four | Thirty five | Thirty six | Thirty seven | Thirty eight | Thirty nine | Forty |
| Forty one | Forty two | Forty three | Forty four | Forty five | Forty six | Forty seven | Forty eight | Forty nine | Fifty |
| Fifty one | Fifty two | Fifty three | Fifty four | Fifty five | Fifty six | Fifty seven | Fifty eight | Fifty nine | Sixty |
| Sixty one | Sixty two | Sixty three | Sixty four | Sixty five | Sixty six | Sixty seven | Sixty eight | Sixty nine | Seventy |
| Seventy one | Seventy two | Seventy three | Seventy four | Seventy five | Seventy six | Seventy seven | Seventy eight | Seventy nine | Eighty |
| Eighty one | Eighty two | Eighty three | Eighty four | Eighty five | Eighty six | Eighty seven | Eighty eight | Eighty nine | Ninety |
| Ninety one | Ninety two | Ninety three | Ninety four | Ninety five | Ninety six | Ninety seven | Ninety eight | Ninety nine | One hundred |

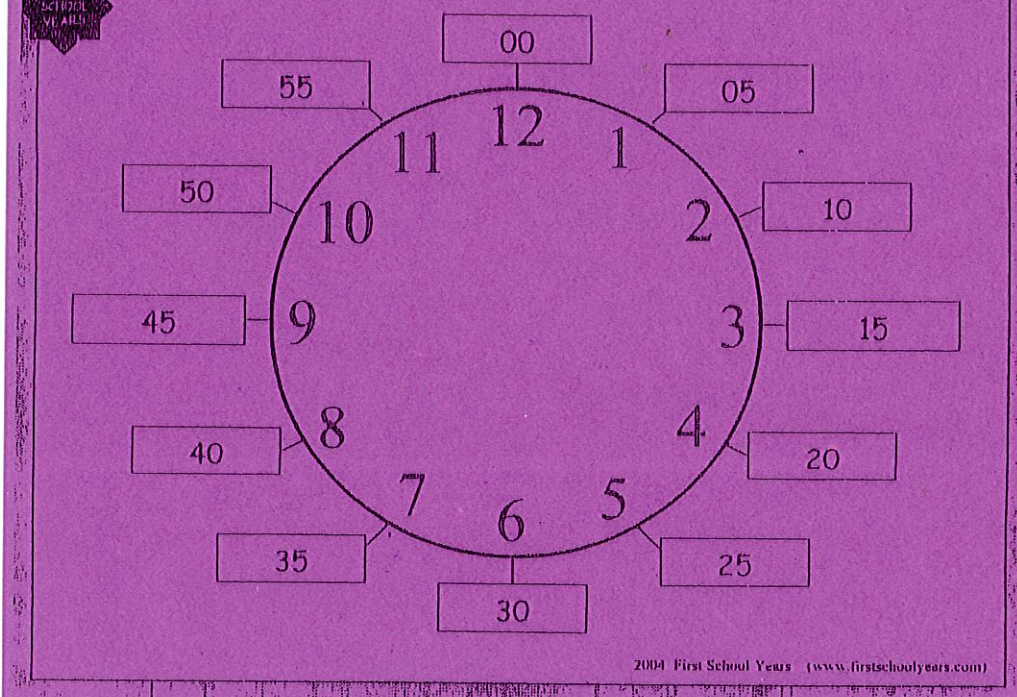
| × | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |



Hex = Y Sq = O Trap = R
Diamond = B Tri = G







Speedy Addition

Remove the 10's and picture cards from a pack of cards. Divide the cards evenly between you and your partner and place them in a pile face down in front. Each player turns over two cards and reads it aloud as a two-digit number. (4 and 7 makes 47) Then turn over a third card and add this to your number. ($47 + 9 = 56$) You can use the 100 chart to count on to find your answer. The player with the highest answer wins all the cards and places them in a separate pile. Keep playing until all the cards are used. The winner is the player with the most cards at the end of the game.

Speedy Subtraction

This is played in the same way but instead of adding the third card it is taken away. The player with the lowest answer is the winner this time.