



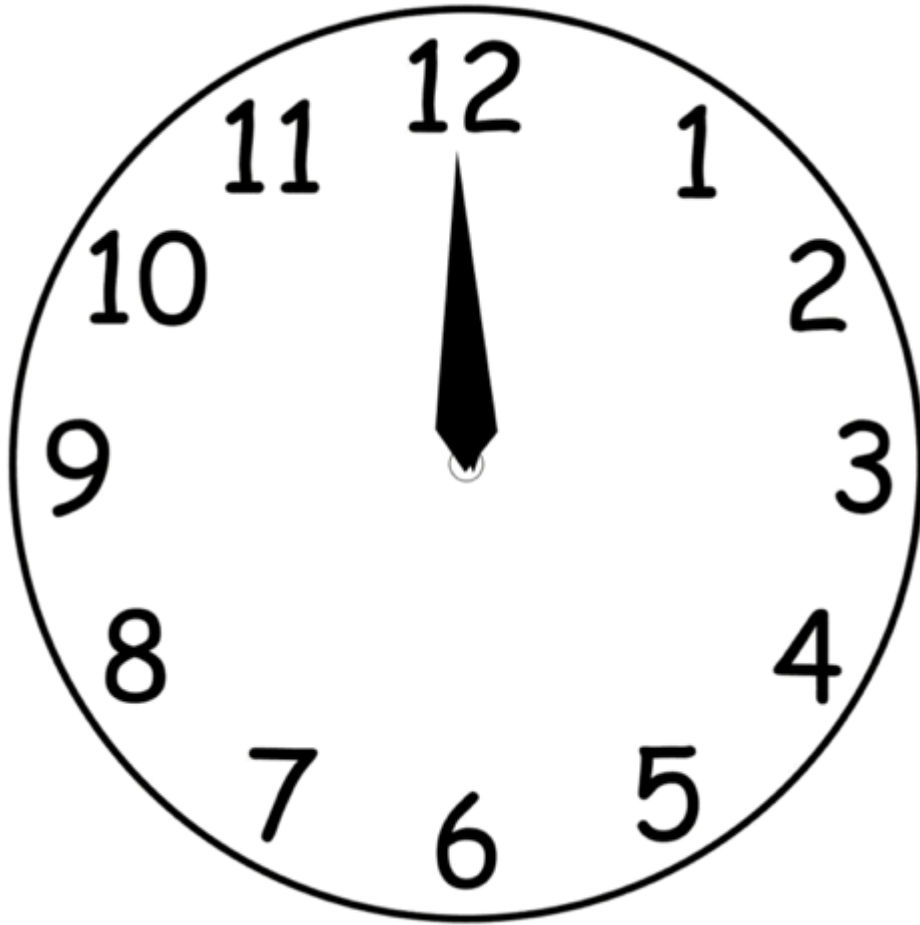
Washington Office of Superintendent of
PUBLIC INSTRUCTION

Dice Games

2 dice, 1 piece of paper

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a thinking mind is all you need!



Roll Around the Clock (1-3 players) 2 dice

Make a clock face numbered 1 through 12.

Players take turns rolling two dice and adding them together. If the sum is an available number on the clock they mark it as theirs (with a chip, the first letter of their name, etc.). When all numbers are covered, the player with the most numbers wins.

If using dice that include a 0, all sums can be found. If using dice that begin with 1 (regular dice), 1 can be crossed out or marked by the first player to get doubles.

If playing as solitaire, try for a perfect game—only twelve rolls to get all twelve numbers!

With older players, try adding or subtracting to get the numbers, or rolling more dice.

Number Power!

Number Power (1-3 players) 2 dice per player

Have a place to keep score.

Each player rolls their dice and makes the largest two digit number possible. (ex. Rolling 3 and 4 could make 34 but 43 is larger so use that one) The player with the larger number (2 players) or largest number (3 players) gets 1 point. If there is a tie, those players role again and the winner gets 2 points.

First player to ten points wins.

For more advanced players, use three dice to make a the largest three digit number or use them with operations to make an expression with the largest value.

+	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2	3	4	5	6	7	8	9	10	11	12
3	4	5	6	7	8	9	10	11	12	13
4	5	6	7	8	9	10	11	12	13	14
5	6	7	8	9	10	11	12	13	14	15
6	7	8	9	10	11	12	13	14	15	16
7	8	9	10	11	12	13	14	15	16	17
8	9	10	11	12	13	14	15	16	17	18
9	10	11	12	13	14	15	16	17	18	19
10	11	12	13	14	15	16	17	18	19	20

Gridlock (2-4 players) 2 dice (6 sided or 10 sided) per player

If using 6 sided dice, reduce the grid to 6 x 6.

- Players take turns rolling two dice and adding them together. They mark (with a chip, coin, the first letter of their name, etc.) any one available square that matches the sum.

The numbers added on the dice do not have to match those on the chart. Ex. 4 and 3 can mark any 7 (1 & 6, 2 & 5, 3 & 4, or the reverse of each)

- Once a square has been marked, it cannot be changed or used by another player. The white numbers represent the die values and cannot be marked.
- The winner is the first player to get three squares in a row (horizontally, vertically or diagonally). For an additional challenge, make it four in a row!
- This game can be played with subtraction or multiplication by making a chart to show the difference or product for all possible rolls.