

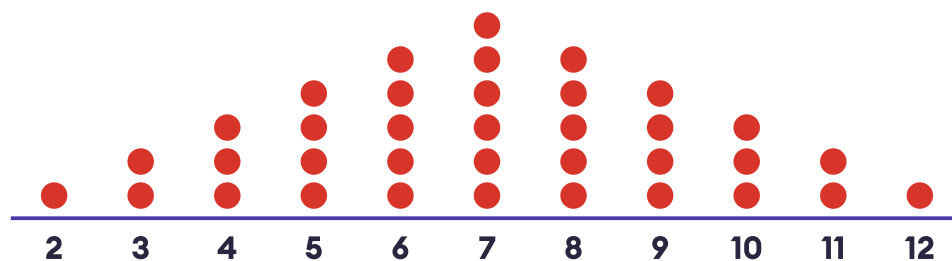


Two-Dice Sums Chart

Every sum you can roll with two dice

+	 1	 2	 3	 4	 5	 6
 1	2	3	4	5	6	7
 2	3	4	5	6	7	8
 3	4	5	6	7	8	9
 4	5	6	7	8	9	10
 5	6	7	8	9	10	11
 6	7	8	9	10	11	12

How many ways to roll each sum



7 can be rolled 6 ways. 2 and 12 can be rolled only 1 way.

Shaded boxes are doubles.



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Roll and Color to 10

Adding within 10 • 2 players • 2 dice • a 6 counts as 0

Die key:



1



2



3



4



5



= 0

5	2	7	4
6	0	3	8
4	9	5	1
7	6	10	5
3	5	4	6

1. Roll both dice and add. A 6 counts as 0, so sums stay within 10.
2. Color one box with that sum in your color. None left? Your turn is over.
3. First to color 8 boxes wins. The younger player goes first.

Player 1 (goes first) color: _____ / Player 2 color: _____



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Roll and Color to 12

Adding to 12 • 2 players • 2 dice

Check your sums on page 1

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

1. Roll both dice and add.
2. Color one box with that sum in your color. None left? Your turn is over.
3. First to color 8 boxes wins. The younger player goes first.

Player 1 (goes first) color: _____ / Player 2 color: _____



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Difference Race and Race to the Top

FINISH

0	1	2	3	4	5

Difference Race

Take the smaller die from the bigger one

☒ Player 1: columns 1 and 5

☐ Player 2: columns 0, 2, 3 and 4

1. Player 1 takes columns 1 and 5. Player 2 takes 0, 2, 3 and 4. Both sides win about half the time.
2. Roll both dice, take the smaller from the bigger, and color a box in that column.
3. First column to the top wins for its owner.

Race to the Top

Add two dice

☒ Player 1: odd columns 3, 5, 7, 9, 11 • ☐ Player 2: even columns 2, 4, 6, 8, 10, 12

FINISH

2	3	4	5	6	7	8	9	10	11	12

1. Player 1 takes the odd columns, Player 2 the even columns. Swap sides next game.
2. Roll, add, and color a box in that column.
3. First column to the top wins for its owner.



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Shut the Box and How Many Equations

Shut the Box 2 players • 2 dice • Round 1 is one game. Play all 3 rounds for the Harder game

1. Roll two dice and add.
2. Cross out numbers that add up to your roll (one, two or three numbers). Once 7, 8 and 9 are gone, roll one die.
3. Stuck? Add what's left. Lowest leftover wins. Same number? A tie.

Player 1
Round 1

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

left over:

Total
3 rounds,
lowest wins

Player 1
Round 2

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

left over:

Player 1
Round 3

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

left over:

Player 2
Round 1

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

left over:

Total
3 rounds,
lowest wins

Player 2
Round 2

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

left over:

Player 2
Round 3

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

left over:

How Many Equations 2 players • 3 dice

1. Roll 3 dice once. Both players write the same numbers.
2. Write true + and – sentences with two or three of the numbers. The answer can be any number.
3. A grown-up counts to 60, then stop. A point per true sentence (turnarounds once). Tie? Both win.

Example: roll 2, 3 and 5. Write $2 + 3 = 5$ and $5 - 3 = 2$.

Player 1

Our dice:

Player 2

Our dice:



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Race to 100

Tens and ones • 2 players • 2 dice • Race to 50 first

— 50: finish for Race to 50

1. Roll both dice and add.
2. Mark that many squares with an X or a dot, one row at a time. A full row is 1 ten.
3. Say your number as tens and ones. First to 50 wins. Harder: keep going to 100.

										10
										20
										30
										40
										50 finish
										60
										70
										80
										90
										100

Player 1: _____ tens and _____ ones is _____

										10
										20
										30
										40
										50 finish
										60
										70
										80
										90
										100

Player 2: _____ tens and _____ ones is _____



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start 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	120

10 More, 10 Less Game Board

1 to 120 • 2 players • 1 die



10 more (down ↓)



1 more (next →)



10 less (up ↑). In the top row, stay.

1. Start on 1. Circle it in your color.
2. Roll, move, circle your new number and say it.
3. After 10 turns each, the bigger number wins. Tie? You both win.



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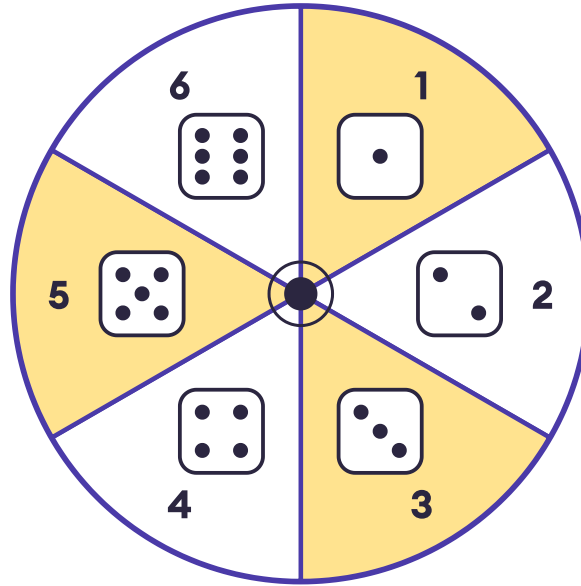




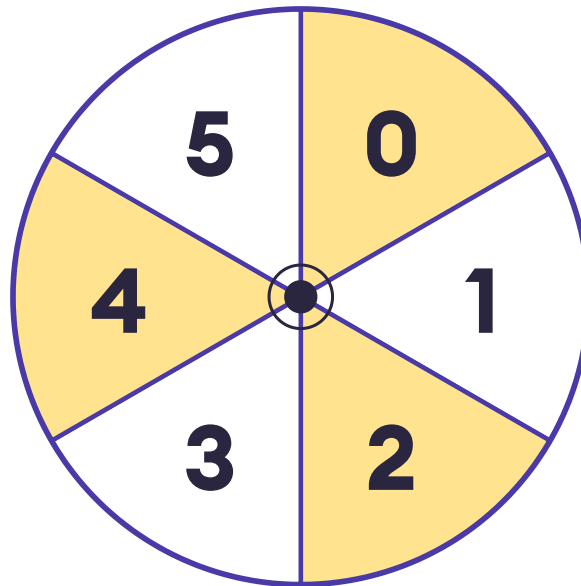
No Dice? Paper-Clip Spinners

Put a pencil point through a paper clip on the center dot and flick the clip. Spin twice for two dice.

1 to 6



0 to 5 for Roll and Color to 10



Paper clips are small: keep them away from babies and toddlers.



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