

Add it!



Materials: 2 dice,
pencil and paper to keep score

Number of Players: 2

Directions:

1. Each player takes 1 die.
2. Players roll their dice at the same time.
3. Players add both dice together and say the sum aloud.
4. The first person to add the 2 dice together correctly earns a point.

First player to 10 points wins!

Subtract it!



Materials: 2 dice,
pencil and paper to
keep score

Number of Players: 2

Directions:

1. Each player takes 1 die.
2. Players roll their dice at the same time.
3. Players subtract the smaller number from the larger number and say the difference aloud.
4. The first person to subtract correctly earns a point.

First player to 10 points wins!

Roll it!



Materials: 1 die,
pencil and paper
to keep score

Number of Players: 2

Directions:

1. Each player begins with 20 points.
2. Player 1 takes a turn rolling the die and subtracts the number from 20.
3. Player 2 does the same.
4. Player 1 rolls again and subtracts the number from the total left in the first turn.
5. Players continue taking turns rolling and subtracting.

First player to 0 points wins!

PIG



Materials: 2 dice,
pencil and paper

Number of Players: 2

Directions:

1. Play continues for 10 rounds.
2. Round 1: Player 1 rolls 2 dice, adds them, and writes the sum on a paper.
3. Player 1 may roll again and again in this round to earn more points, but if a 1 is rolled on either die, Player 1 loses all points for this round.
4. Player 2 takes a turn for Round 1.

Player with the most points at the end of 10 rounds is the winner!

Hide Out!

Materials: 2 dice, small cup, pencil and paper to keep score



Number of Players: 2

Directions:

1. Player 1 rolls 2 dice, adds them, and writes the total on a piece of paper while Player 2 looks away.
2. Player 1 hides one of the dice under a cup and says, "Ready!"
3. Player 2 turns around while Player 1 shows the remaining die and tells the total.
4. Player 1 must guess what the hidden die is to earn a point.
5. Players continue taking turns.

First person to earn 10 points is the winner!

Beat That!

Materials: 2 dice, pencil and paper to keep score



Number of Players: 2

Directions:

1. Player 1 rolls the dice at the same time and uses the numbers showing to make the largest number possible (ex. a 1, 3 could make 13 or 31).
2. Player 2 rolls and creates the largest number possible.
3. Largest number earns a point!
First player to 10 points is the winner!

Variation: Play with 3 dice to make 3 digit numbers.

Roll and Write!



Materials: 1 die, pencil, plain paper for graphing

Number of Players: 2

Directions:

1. Prepare a paper with a simple graph by writing the numbers 1-6 left to right across the bottom.
2. Player 1 rolls the die, counts the dots (or quickly recognizes the dot pattern), and makes an X above the number counted.
3. Player 2 does the same.
4. Play continues until one column of Xs reaches the top of the paper.
5. Variation: Play with 2 dice. Roll and add the numbers. Place an X above the sum and play until one column reaches the top.

Double it!



Materials: 1 die, pencil, plain paper for graphing

Number of Players: 2

Directions:

1. Prepare a paper with a simple graph by writing the numbers 2, 4, 6, 8, 10, 12 left to right across the bottom.
2. Player 1 rolls the die, counts the dots (or quickly recognizes the dot pattern) and doubles the number.
3. Player 1 finds the double on the graph and makes an X above the sum.
4. Player 2 does the same.
5. Play continues until one column of Xs reaches the top of the paper.

Count On!

Materials: 2 dice, pencil,
plain paper for graphing

Number of Players: 2

Directions:

1. Prepare a paper with a simple graph by writing the numbers 2-12 left to right across the bottom.
2. Player 1 rolls the dice, instantly recognizes the dot pattern and names the number on one die, and then uses the dots on the other die to count on and find the sum for the 2 dice.
3. Player 1 finds the sum on the graph and makes an X above it.
4. Player 2 does the same.
5. Play continues until one column of Xs reaches the top of the paper.



Top it!

Materials: 1 die,
pencil and paper to
keep score

Number of Players: 2

Directions:

1. Player 1 rolls the die, instantly recognizes the dot pattern, and names the number.
2. Player 2 does the same.
3. Players talk to prove who gets a point:
Example: "I rolled 6. You rolled 3. 6 is greater than 3, so I get the point."
First player to earn 10 points is the winner!

