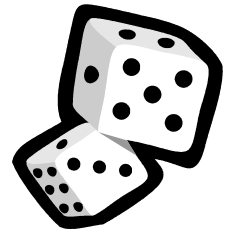


Dice Race



Materials:

- 2 or more players
- 2 dice
- Score card

Directions

- Players take turns rolling the dice and adding them together. The first person to get a total of 100 points wins.
- This game can be played using subtraction by starting with 100 points. The first person to get to 0 would win.

Player 1	Player 2
100	100



Biggest or Smallest



Materials:

- 2 or more players
- 1 die
- Place value grids

Directions:

- Player 1 rolls the die, and records the number anywhere in their place value grid. Player 2 rolls the die, and records the number anywhere in their place value grid. Repeat until all place values are filled. Say the number you have created. The person with the biggest number wins.
- For variation, the goal can be to have the smallest number instead of the biggest number. You can use however many places your child is comfortable with.

Player 1

Thousands	Hundreds	Tens	Ones

Player 2

Thousands	Hundreds	Tens	Ones



Pig



Materials:

- 2 or more players
- 2 dice
- Score card

Directions:

- Player 1 rolls the dice, and adds them together. They may roll again, and add that score to the previous score. They may roll as many times as they want. When they stop, that is their score for the round. However, if they roll a 1 before they decide to stop, then they get a 0 for that round. If they roll a double 1, their total score goes back to 0. The first person to reach 100 wins.

Player 1	Player 2
100	100



Probability



Materials:

- 2 or more players
- 2 dice
- 11 counters (pennies, scrap paper, etc.)
- Number line from 2-12

Directions:

- The player arranges the counters on the numbers on the number line however they want (one on each number, all on 5, most on 7, etc.). Players take turns rolling the dice. **Each** player removes a counter if it is on the sum rolled. The first person to remove all of their counters wins.

