



Going to Mombasa

Standard 1 - 8

Skills: Addition (or multiplication) practice.

Equipment

3 dice

Pencil and paper (*see reverse for score chart example*)

How to play

Roll the dice and keep the highest. Roll the remaining dice and again set aside the highest. Roll the last die, and add up your total. Write down your score.

Play five rounds and then either total your points for the winner or simply count how many rounds were won by each player.

Variations

Older pupils could try multiplying the dice together to get their score.



Going to Mombasa

Score Card	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				



Roll and Write

Standard 1 and up

Skills: addition or subtraction or multiplication

EQUIPMENT: one die, pencil, paper

How to Play:

A pupil rolls the die, counts the dots, and writes down the number.

Next, the pupil rolls the dies again, counts the dots and writes the number, then adds the two numbers and writes the sum. $_ + _ = _$ (This format could also be used for subtraction of multiplication) The next pupil does the same.

Beat That !

An easy game to learn, but one which is very popular with pupils.
Standard: 1 and up.



Skills: Number, Place Value, Strategic Thinking

Equipment: 2 Dice (up to 7 die for older pupils), paper and pencil for scoring.

How to play: Roll the dice and put them in order to make the highest number possible. If you roll a 4 and an 6, for example, your best answer would be 64. Using 3 dice, a roll of 3, 5 and 2 should give you 532, and so on. Write down your answer, pass the dice, and challenge the next player to “Beat That!” Play in rounds and assign a winner to each round. (If you are playing with younger pupils, explain your reasoning out loud and encourage them to do the same.)

Variations: Pupils try making the smallest number possible! Or, use specialty dice.