

Don't roll a 6!

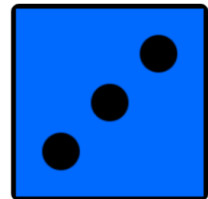
Counting on, subitising, cumulative addition

In groups, roll one dice, add the number shown cumulatively. If you roll a 6 - revert to zero! Can you pass 20? 50? Which group can get the highest? (or play as whole class and try to beat previous total)

*How many more
do I need to
make 20?*

*How many more
do they have
than us?*

*I rolled a 4,
what's the
new total?*



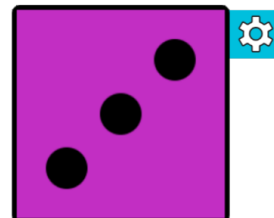
Shall I risk it?

Similar to Don't Roll A 6... two players, two dice.

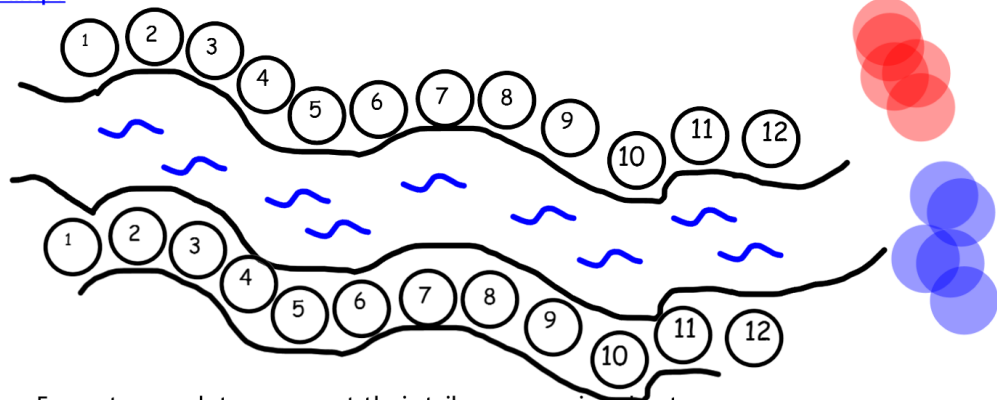
Player one rolls two dice, notes total, rolls again, adds total to previous (cumulative total)... Chooses whether to 'stick' - player 2 begins their go - or risk it and roll again.

If a '1' is rolled, score goes back to what it was at beginning of that round. If a double '1' is rolled (snake eyes!), score reverts to zero.

Winner - first to reach 100 (or target of your choice).



Ravine Jump!

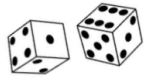


Rules

Children in pairs, 5 counters each to represent their tribe, one ravine sheet.
Children choose which numbers to place their counters on. They might put several counters on the same number or spread them out.
Take turns to roll 2 dice and find the total. If they have a counter on the total, they can move it across to safety.

Time limit! The wild beast is coming in 4 minutes!

Racetrack!

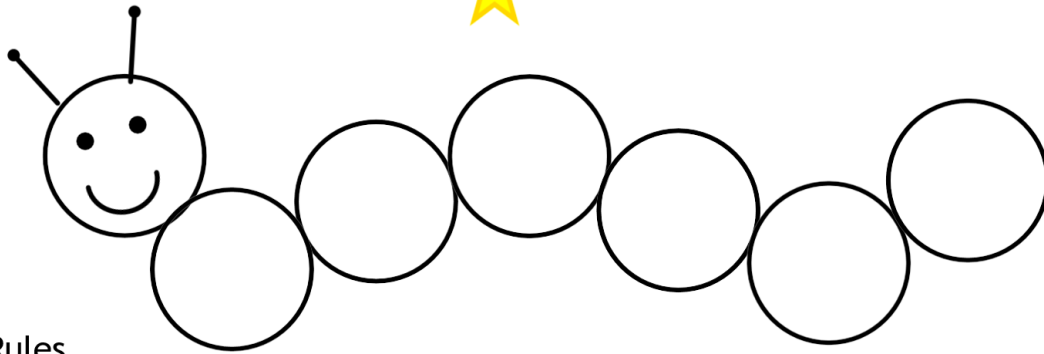


1	2	3	4	5	6	7	8	9	10	11	12			



1. Each player chooses a number to bet on
2. Player 1 rolls two dice. Add together the numbers shown. Colour in a box above the answer.
3. Next player(s) repeat the steps above. Continue until one number has won (all boxes coloured to the top)

★ Caterpillar Chance! ★



Rules

Each player draws their own caterpillar.

Take turns to roll 2 dice. You can put them in either order to make a 2 digit number. (if roll a 2 and a 6 - 26 or 62)

Place your number. Aim is to get them in order and fill your caterpillar.

Variations: Roll 1 dice. Keep value or multiply by 10. E.g. 2 or 20?

Roll 2 dice. Make a number with 1 decimal place (2.6 or 6.2).

Make fractions e.g. roll a 2 and a 6 - 2 sixths or 6 halves?

Four rolls to 100 - horizontal

A: ○ + ○ + ○ + ○ =

B: ○ + ○ + ○ + ○ =

Two players. Aim: To get as close to 100 as possible.

Player A rolls a dice. Choose whether to keep value or multiply by 10. Write in first circle.

Player B has their turn.

Repeat taking in turns until all 4 circles filled. Add together your 4 circles. Who was closest to 100? How far away?

Nine Rolls To 1,000

○	○	○	
○	○	○	
○	○	○	+

Roll a dice. Choose which position to place each digit in - aim to get closest to 1000.

Paper folding

A piece of A4, fold in half 4 times, so you have 16 portions

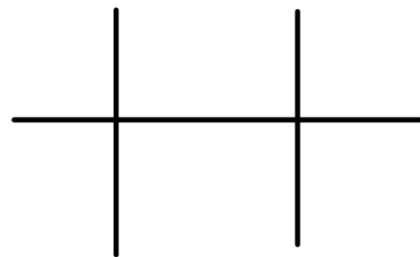
Portrait - Write a digit in each portion

Fold to make me...

- A 2/3/4-digit number - get in size order
 - An even 3-digit number
 - A multiple of...
 - A prime number
 - A square number
- A 2-digit number which rounds to... to the nearest 10

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

Bingo Bango Bongo



Divide board in to 6

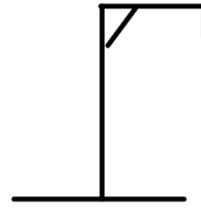
Place a number in each section (set parameters!)

Child crosses out a number if it matches your statement

Adult calls out statements about properties of numbers

E.g. A multiple of 5, a square number, a prime number, a number which rounds to ... to the nearest 10 - random or link to current learning

Number hangman



Think of a number

Children ask questions about the properties of the number

Set parameters! Encourage use of mathematical language and reasoning e.g. Is it a multiple of... It can only be 20 or 25 because we know it's in the twenties and we know it's a multiple of 5