

Dicey Addition

Age 5 to 11

This game can be played before Dicey Operations in Line.

Find a partner and a 0-9 dice. The interactivity in Dice and Spinners can be used to simulate throwing different dice.

Game 1

Each of you draw an addition grid like this:



Take turns to throw the dice. After each throw of the dice, you each decide which of your cells to put that number in.

Throw the dice four times until all the cells are full.

Whoever has the sum closer to 100 wins.

There are two possible scoring systems:

A point for a win. The first person to reach 10 wins the game.

Each player keeps a running total of their "penalty points", the difference between their result and 100 after each round. First to 500 loses.

You can vary the target to make it easier or more difficult.

Game 2

Each of you draw an addition grid like this:



Take turns to throw the dice, until it has been thrown four times in total. After you have collected all four numbers, each player must decide where to place them on his/her own grid.

Whoever has the sum closer to 100 wins.

There are two possible scoring systems:

A point for a win. The first person to reach 10 wins the game.

Each player keeps a running total of their "penalty points", the difference between their result and 100 after each round. First to 500 loses.

You can vary the target to make it easier or more difficult.