

### **Kindergarten - Grade One - Build a Tower**

Use Lego, pennies, wooden blocks, popsicle sticks or any basic building material you can find around your home. Players roll a pair of dice and add the two numbers.

The player gets that number in building materials and uses them to build a tower.  
Go through 10 or 15 rounds. See who can create the tallest or most creative tower.

### **Grade Two – Grade Three - BEAT THAT!**

Skills: Place value, 2 digit addition & estimation

You need: 2 dice, scrap paper, work in pairs

Roll the dice. Make the biggest 2 digit number possible. For example: if you roll a 4 and a 6, your biggest number would be 64. Write down your number under your name on paper. Pass the dice, and challenge your partner to “Beat That!” Have 3 turns each

ESTIMATE who you think will have the biggest score. Then add up your numbers and your partner’s numbers. Check and compare your answers. Was your estimate correct?

VARIATION: Try making the smallest number possible!

### **Grade One – Grade Three - What’s More - Add It UP**

This easy to play math game can help kids learn addition and multiplication skills.

Skills Learned: Less than and greater than, Addition, Multiplication.

Materials Needed: 3 dice, paper and pen

Have each player roll one die. The player with the highest number goes first. Each player in turn rolls all three of the dice. After the first throw, remove the die with the highest number and put it aside.

Roll the two remaining dice and again put the highest number aside. Roll the last die and add up the numbers on all three dice to get the player’s score for that round.

Record the score on a pad of paper. Continue taking turns moving clockwise around the table until all players have had a turn. The highest score for the round wins.

Play a number of rounds and either add up a combined score at the end or tally winning rounds to come up with a game champion.

Variations - Play with two dice for younger children to learn addition skills.

Keep the lowest numbered die rather than highest for a slightly easier game.

Increase the number of dice in the game to 4+ to learn more complicated addition skills.

Learn multiplication by taking the sum of the first two dice and multiplying it by the third.

### **Kindergarten – Grade One - HOW MANY TO 10?**

Throw two dice

Add the numbers together

Say how many more you need to make 10

VARIATIONS: You can use more dice and say how many to add to 25; 30; 50 or 100

### **Grade One – Grade Three - MENTAL MATHS**

Skills: Relationship between addition and subtraction

Each learner gets a dice.

Roll the dice and keep the number in their head.

Using that number, give them something to work out e.g. +10 to the number, add 10 more to the answer, + 100 to the answer. What's your answer now?

Can they work out what another learner's original number was by working backwards e.g. Answer -100, less 10, -10?

### **Grade One – Grade Two - PRACTICING DOUBLES**

Throw a single dice, then double the value and add 1. e.g. throw a 6. Double 6 is 12 then add 1 = 13.

The winner is the person with the highest number. Play again.

VARIATIONS: Subtract 1 from the number and then double it e.g. throw a 5. Subtract 1 is 4, double 4 is 8

### **Grade One – Grade Two - NUMBER LINE GAME**

You need: 2 matchsticks or toothpicks, 1 dice, 0-20 number line

#### **Addition Game**

Each player puts a stick on 0 at the beginning of the number line.

Take turns rolling the dice. Move your stick forward along the number line by the number rolled on the dice.

If you land on the same number as another player, the other player goes back to 0.

The first player to land on 20 wins!

If you go past 20, you must go back to 0

#### **Subtraction Game**

Play as above except start by putting your sticks on 20.

This time move your stick backwards along the number line by the number rolled on the dice. The first player to land on 0 wins!

If you go past the 0, you must go back to 20.

### **Grade One – Grade Three - BONDS TO 20**

Throw 1 dice many times. Keep adding each time to get to EXACTLY 20.

If your score adds to more than 20 you are bust! Start again.

VARIATIONS: Add to 30, 50 or 100.

### **Grade Three – Grade Six - BUILDING ARRAYS**

Skill: Early Multiplication

You need: 1 dice, counters and scrap paper

Roll the dice twice. The first number you roll tells how many rows to make in your array. The second number you roll tells how many counters to put in each row of your array.

Example: If you roll a 5 first and then a 2, you might make this


Draw each array you make.

Record how many rows, how many counters in each row, and how many counters in all for each array you make.