

Dice Games for Little Kids



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These e-books are in the pipe-line and
due for release very soon:

Dice Games for Bigger Kids!
and
Greetings Cards for Kids!



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Introduction



Dice games are fun! Not many would disagree! They are also one of the oldest of all kinds of games: there are records of dice being played over 5,000 years ago! Dice have been found in Egyptian tombs and were very popular in Roman times . You can discover more about Roman dice and how they were used [here](#).

Dice games are versatile! They can be based on luck, or on skill and planning. You can find games to play with two players or twenty, on a table or on the floor, with 3-year olds and with 70-year olds!

Dice games are educational! They are educational in obvious ways, for example encouraging counting and numbers in little children and quick mental addition in older children. But they are also excellent at reinforcing the concept of taking turns, scoring (both mental and on paper), winning and losing gracefully, patience and so much more. By the time your child reaches 7 or so they may even be able to resist hurling the dice onto the floor or all over the table on each and every go (although it is at this point that the temptation to try and manipulate the dice also begins to show itself!) Most of the games in this book depend mainly on luck, although some of the later games begin to introduce strategic thinking and planning. These skills will be developed further in our follow-on e-book, **Dice Games for Bigger Kids!**

Dice games are portable! You can always find room for a few dice in the bottom of a handbag or pocket, and most games require no more than a paper and pencil to go with them. Or you can “pre-package” some of your favourite games with a stack of print-outs, small pencils, dice and any other necessary equipment in a ziploc bag or box and include it easily in an overnight case for traveling.

Dice games are satisfying. There are so many different kinds of dice to choose from now readily available in the shops or by mail order. Most children love the look and feel of dice and are happy to build up a collection - and are likely to choose a few particular dice to be their favorites, too.

Dice are cheap! You probably have a number of interesting dice lurking in existing family games, and you can certainly pick up more very cheaply these days through stationers, discount stores, gaming shops, educational catalogues or garage sales. We have been known to buy an old board game for cents from a garage sale just to acquire its dice!

Dice are collectible! Build up your store and keep them in their own box with a stack of counters and favorite playing pieces (unusual beads, plastic figures and animals, etc) and perhaps a shaker or two. Encourage the children to get them out and make up their own games with them ... anything goes!

Tips and Tricks



Adapting dice:

You can easily adapt existing dice with stickers if you can't find just what you are looking for, or make your own dice from scratch with blanks (available from educational suppliers). Cover each surface with clear contact paper for more permanence, or add a light coat of varnish. Wooden cubes (find them at craft stores) can also be used.

Containers for dice:

If you use your imagination and keep your eyes open you can find all sorts of fun containers for your dice collection! Small plastic candy containers (some come in bright plastic tubes with attached lids), film canisters, potato crisp cans, spice containers, washing tablet bags, drawstring bags, little boxes, ziploc bags, and pencil cases are just a few examples. Encourage your children to decorate their own small papier-mache or wooden "blank" box (available from craft shops) with paint, glitter, sequins and other "treasure" and use it for storing favorite dice.

Shakers:

Sometimes using a shaker can be fun. You could buy the traditional leather version - which wear wonderfully with age - but plastic cups and mugs, empty potato crisp cans and even an empty yoghurt tub can make good alternatives.

Noise control:

A piece of felt makes a great surface for dice games which can easily be folded, stored or carried around. For home use you could line an old wooden tray with felt and contain the dice too! Or go the whole hog and paint a wooden tray with blackboard paint, then line one half with felt. Roll the dice in the felt half and score with chalk on the other!

Traveling dice:

Use a small box or plastic tub: cut out a hole in the top and line it with a see-through piece of plastic. Throw in some dice, attach the top (using elastic bands if necessary) and you have a perfect traveling container. It's good for preventing cheating too!

Advance planning:

Print up a stack of our print-outs and package them in sheet-protectors and a file ready for road-trips and rainy day blues. Take them with you to the doctor's office, beach or restaurant and you won't find waiting such a problem! Sheet protectors also turn any print-out into an easy write-on-wipe-off surface without the use of a laminator or contact paper. You can also "pre-package" a game for a journey by storing all the necessary equipment and print-outs in a small ziploc bag.

Printing:

Most, if not all, of the print-outs in this e-book can be printed on economy or even grayscale settings, and reproduced on a photocopier for classroom use if required.

Crazy Faces!



This game is just plain fun! And of course it is ideal for teaching very little children to recognize their colors.

Age guide 3+

Skills:
Colors

Equipment:
One die *
One set of printable game pieces per player

The die

Below you will find some colored circles for adapting a die to match the colored game pieces. You can cover each side with a small piece of clear contact paper to protect the die from moisture.

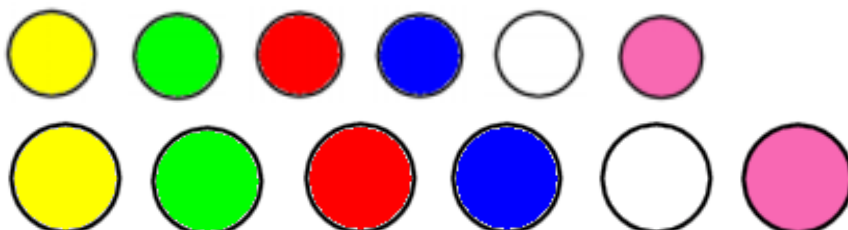
The game

Put the game pieces in the center of the table and give the die to the youngest player. He rolls and hopes for one of the four colored spots on the die, which will allow him to take a “face” on which to build. A white spot represents an “eye”, but you must have a face on which to place the eye before you can claim it. If you do not have an appropriate “face”, you miss that go. No face can have more than 2 eyes! A pink spot represents a set of lips. If you roll a color which you already have in front of you, you will also miss that go.

The object of the game is to build a set of four different-colored “Crazy Faces”. Depending on the age of the child, you can declare a winner when any number of faces are complete.

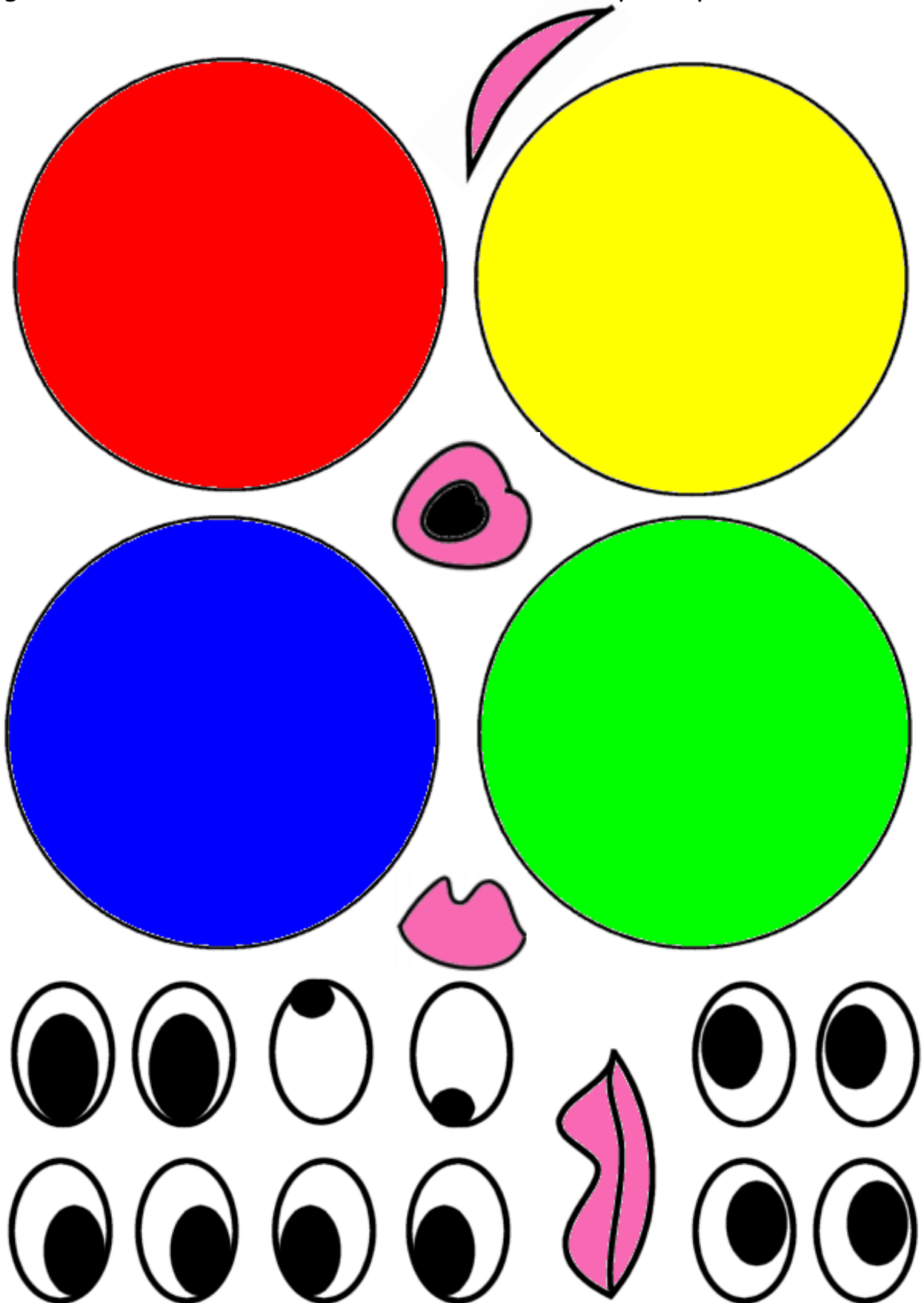
Variations

This game is great (and more tactile) with the playing pieces cut out of craft foam or felt. The children can help you make the pieces. If you have large “google eyes” you can use them for added silliness!



Crazy Faces game pieces:

Print out one set of game pieces for each player and laminate if possible. There are extra eyes because they go missing easily and it gives the children freedom to create some really crazy faces!



Farmyard



The more hands-on practice young children have with counting, the easier it becomes to visualize numbers and give meaning to them. This farmyard game makes early learning fun! If you don't have farm animals, use dinosaurs, cars, or anything else you have to hand.

Age guide 3-5

Skills:

Counting
Counting on
Visualizing numbers

Equipment:

One die 1-3 twice*
Printable game board (optional)
Plastic farm animals

The die

You will need to “doctor” a die so that it has 2 each of the numbers 1 to 3. You can do this easily by covering over the faces of an ordinary die with small plain stickers. You may want to write the number 1s in one color, 2s in another color and so on. You can protect the die from moisture by using small pieces of clear contact paper as well.

The game

You will need one “game board” for each player, and lots of farm animals. Choose the game board which you feel is most appropriate for your child: younger children may benefit from having the numbers written onto their “field”. Put the animals in the center of the table where all the children can reach them.

The youngest child starts by rolling the die and selecting the appropriate number of animals to go into his field. If you are using the numbered game board, he should place them in the correct order.

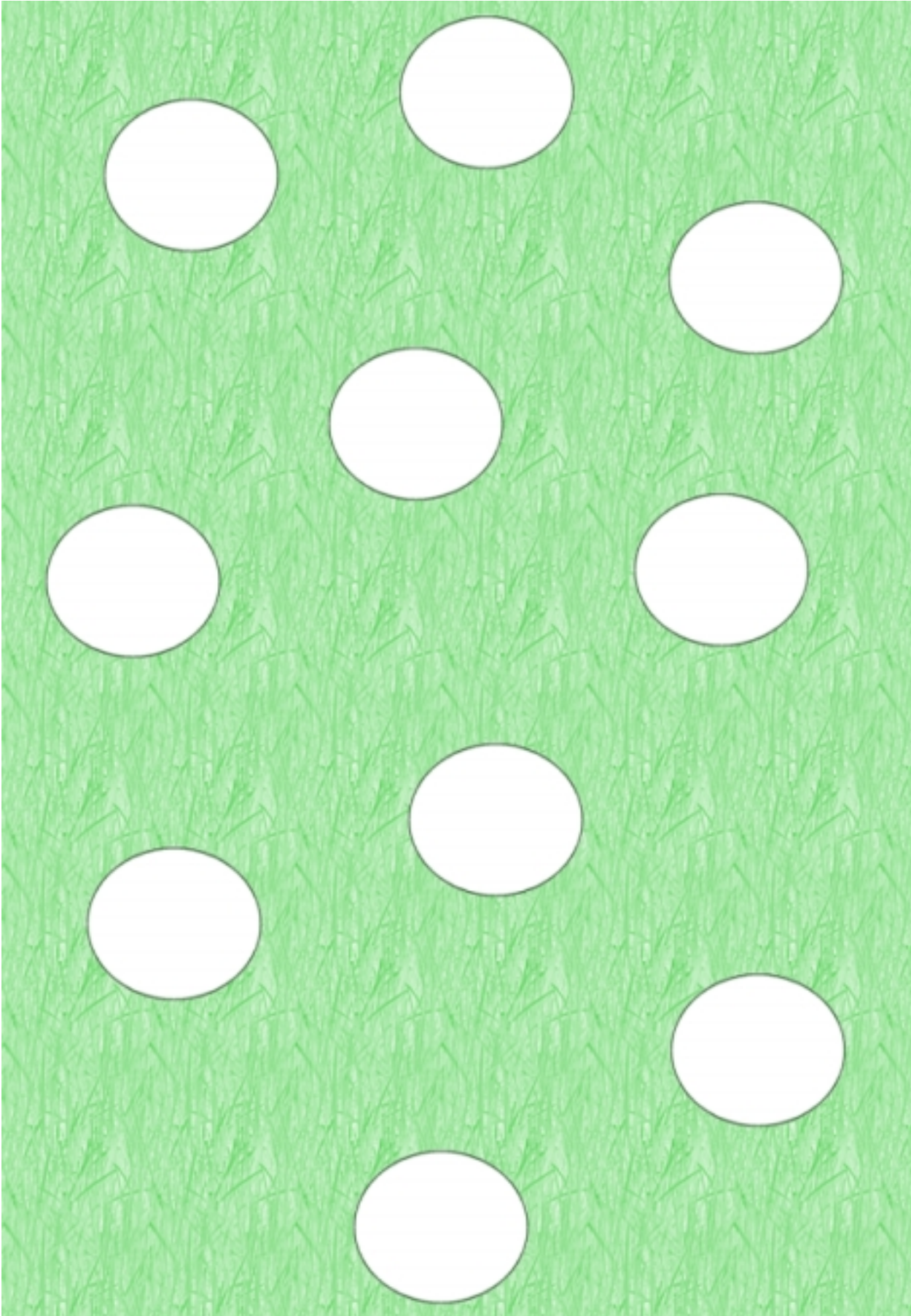
The first child to 10 wins. Encourage lots of counting along the way and ask plenty of questions (“How many more animals will Mary need to get to 10?”).

Variations

- ❑ Older children can be encouraged to roll the correct number to reach 10 exactly.
- ❑ Turn the game round and start with 10 animals in the field. The first to take all the animals away is the winner.

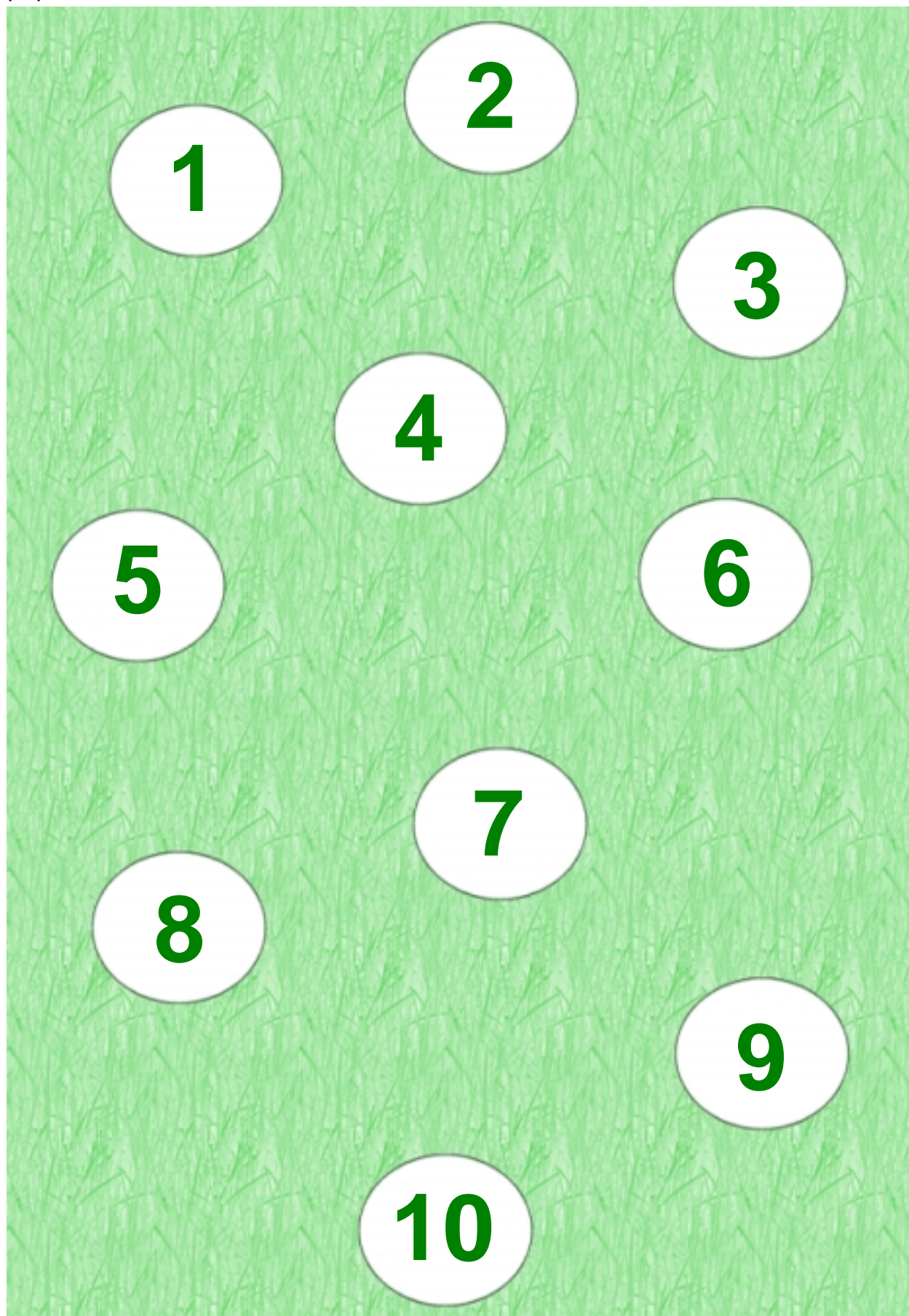
Farmyard game board 1:

Print onto card stock if possible, and laminate. Alternatively, print onto paper and attach to cardboard or a file folder.



Farmyard game board 2:

Print onto card stock if possible, and laminate. Alternatively, print onto paper and attach to cardboard or a file folder.



Teddy Bear, Teddy Bear



Teddy Bear, Teddy Bear is an ideal introduction to dice games for very young children. They can learn to count the dots on the die and begin to recognise the patterns on the die by looking for the matching pattern on the teddies.

Age guide 3-5

Skills:

Counting
Pencil control
Patterns

Equipment:

One die
Printable sheet or
gameboard
Pencils or counters

Pencil and paper game

Print out a “Teddy Bear” printable sheet for each player. With the youngest child starting, take it in turns to roll the die and color in the appropriate teddy. For very young children, there is no need to introduce a competitive element. Just have fun!

If you want to play for a winner, continue to roll the die. If you roll a number which has already been colored in, you miss your turn. The winner is the first to color in all their teddies.

Board game

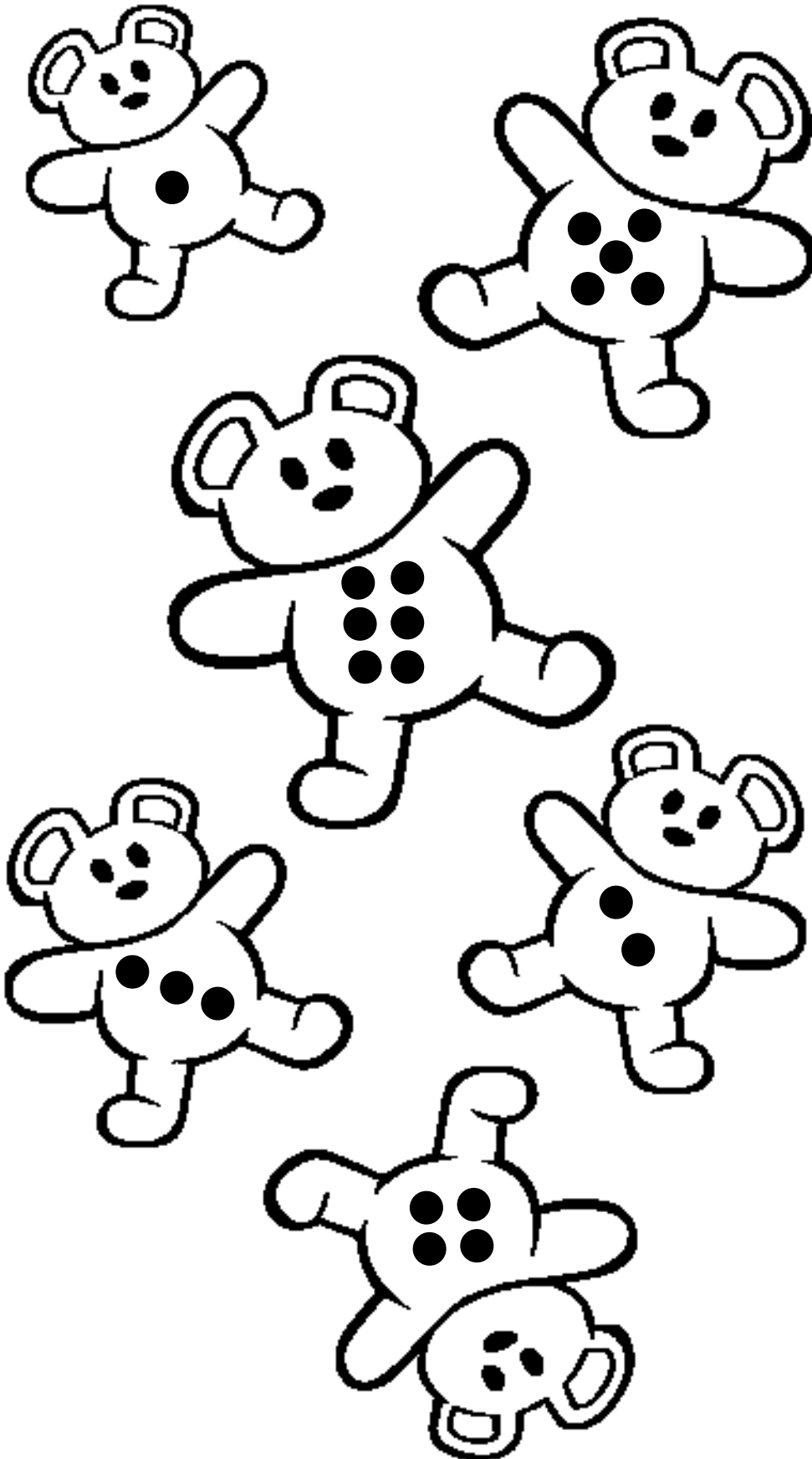
Follow the instructions to make your game board. Give each player a small pile of counters in one color.

Youngest child rolls first. He places his counter on the teddy with the corresponding number, then passes the die to the next player. If there is already a counter on the appropriate teddy, you miss your go. When all the teddies are covered, count up the counters. Whoever has placed the most counters is the winner.

Note:

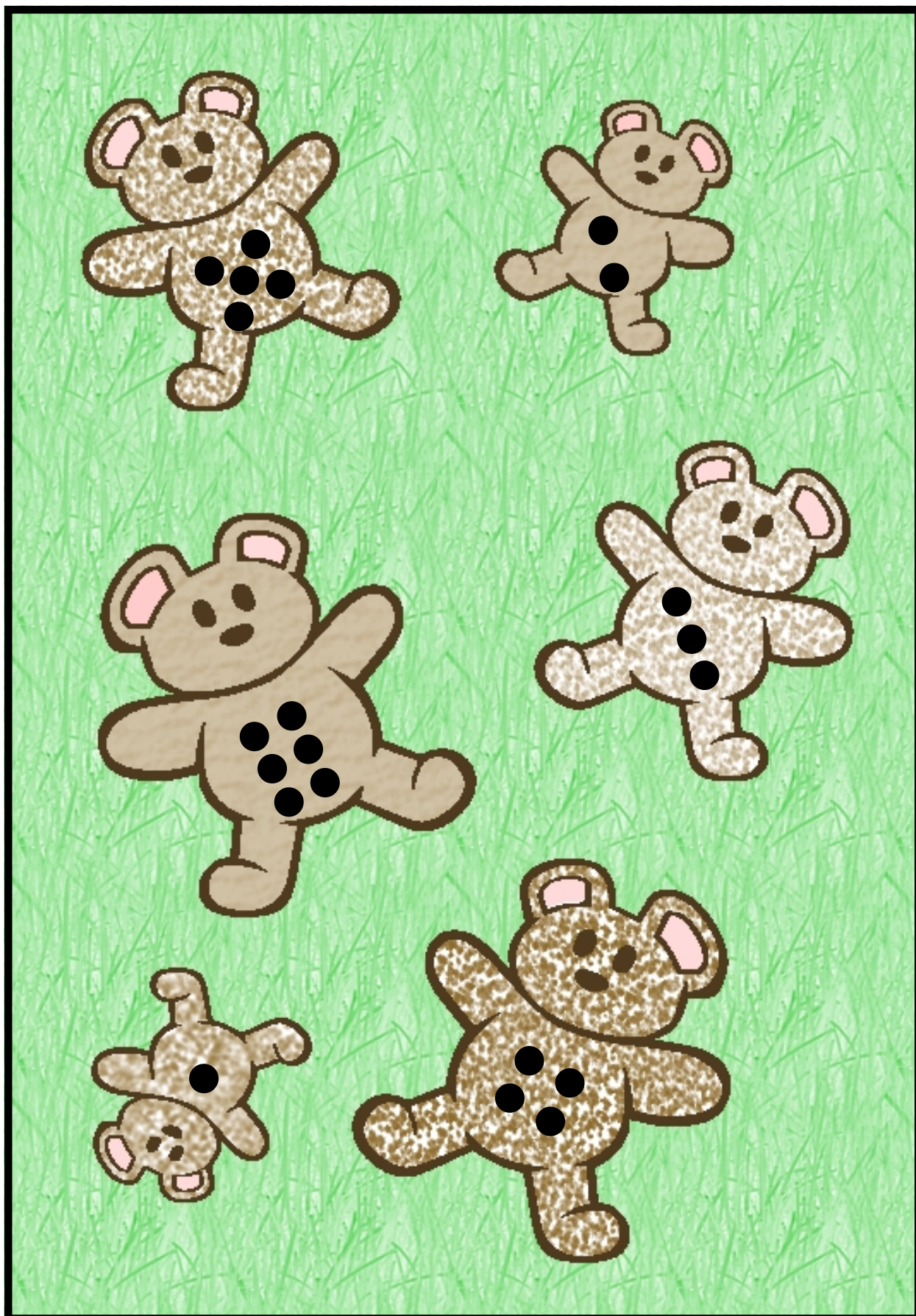
To save printer ink you can of course have the children color in the black and white version of Teddy Bear, Teddy Bear and use that as your game board.

Teddy Bear, Teddy Bear



Teddy Bear, Teddy bear game board:

Print onto card stock if possible, and laminate. Alternatively, print onto paper and attach to cardboard or a file folder.



Number Chicks



Similar to Teddy Bear, Teddy Bear, Number Chicks concentrates on number recognition (rather than counting dots) and includes a fast and fun variation for older kids.

Age guide 3+

Skills:

Number recognition
Pencil control
Counter play

Equipment:

One die (numbered)
Printable sheet or
gameboard
Pencils or counters

Pencil and paper game

Print out a “Number Chicks” printable sheet for each player. With the youngest child starting, take it in turns to roll the die and color in the appropriate chick. If you roll the same number again, you miss your turn. The winner is the first to color in all their chicks.

Junior board game

Follow the instructions to make your game board (or have the children color in the black and white version to create their own). Give each player a small pile of counters of their own color.

Youngest child rolls first. He places his counter on the chick with the corresponding number, then passes the die to the next player. If there is already a counter on the appropriate chick, you miss your go. When all the chicks are covered, count up the counters to discover the winner.

Board game variation for older kids

This is a fast, two-player game for older children. You will need a pile of about 10 counters for each player (in their own color) as well as 2 dice (or try 3 dice for an even faster game).

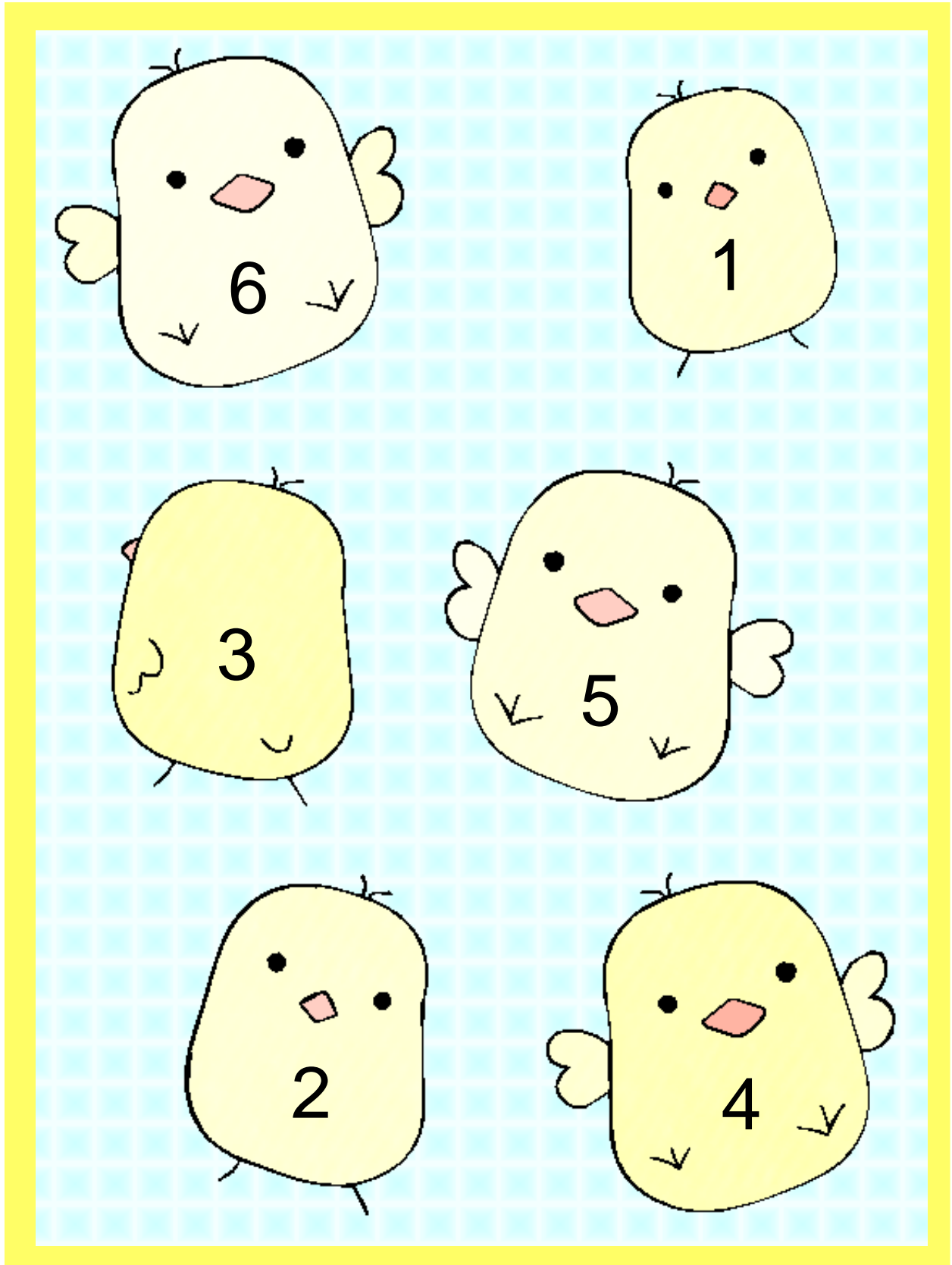
The younger player starts by rolling the dice and placing a counter on the corresponding chicks. Each chick can hold a maximum of 2 of the same-colored counters, at which points that chick is “held” for that player and the counters may not be moved or added to. If there is only one counter on a chick, it may be bumped off by the other player if he rolls the same number. Continue until all chicks are “held” by one or other player, then count to find the winner.

Number Chicks!



Number Chick game board:

Print onto card stock if possible, and laminate. Alternatively, print onto paper and attach to cardboard or a file folder.



Balloons!



There are a number of ways to play this game. Print out a stack of “Balloons!” printable sheets (you can use the economy setting on your printer) and choose the most appropriate variation for your child.

Age guide 3+

Skills:

Number recognition
Pencil control

Equipment:

One die
Printable sheet
Coloring pencils

Variation 1

Roll the die. Color a balloon of the correct number. There are no winners or losers – just aim for a colorful picture! Try to have colored at least one balloon of each number before stopping the game.

Variation 2

A competitive game! The first child to color in a line of three balloons with the same number wins.

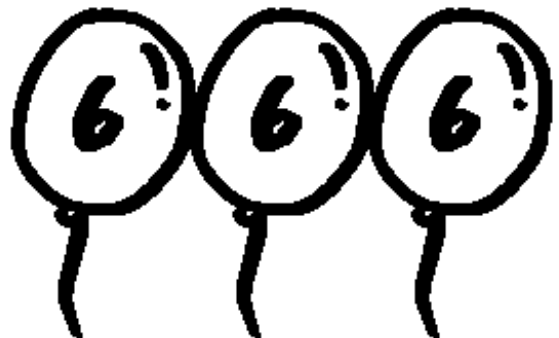
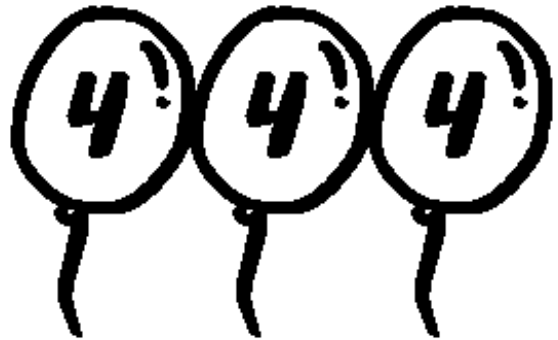
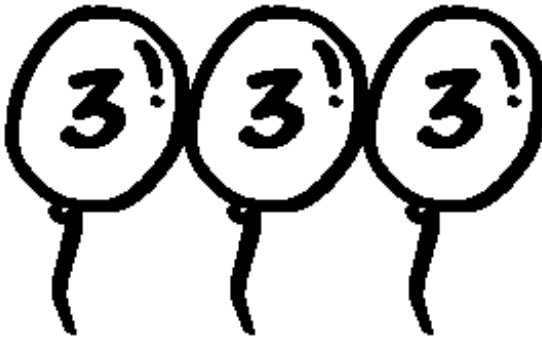
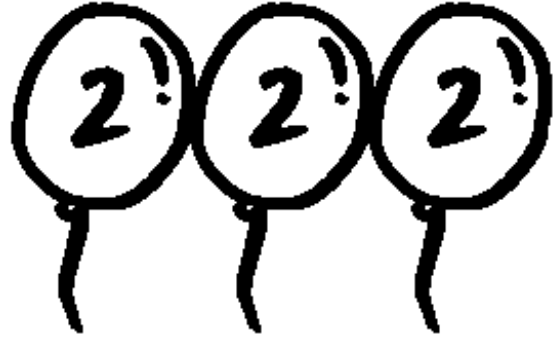
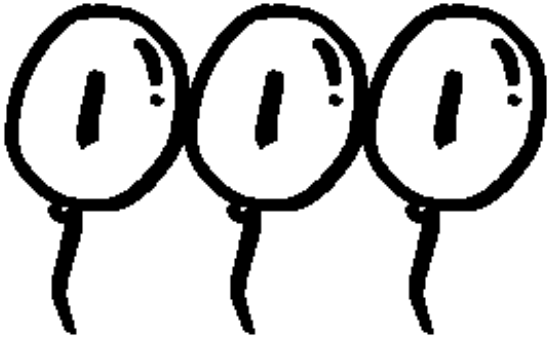
Variation 3

Play until one player has three full lines of balloons colored in (or for a specified time). This player is not necessarily the winner! Total up your score by adding the numbers on the colored balloons. The winner has the highest score.

Variation 4

As Variation 3 above, but in this game if you already have a line of three balloons colored in and throw the same number again, you must “pop” one of those balloons by crossing it out! That balloon no longer counts towards the final score.

Balloons!



Mouse!



This game may be familiar already - it is certainly an old favorite from my childhood. It can be enjoyed by any number and age of child and needs nothing but a scrap of paper, a pencil and a die.

Age guide 3+

Skills:

Number recognition
Pencil control

Equipment:

One die
Printable sheet
(optional)
Pencil and paper

How to play


The aim of the game is to be the first to complete a Mouse. Each roll of the die enables a particular body part to be drawn as follows:

- 6 = body
- 5 = nose
- 4 = whiskers
- 3 = eyes
- 2 = ears
- 1 = tail


The body must be drawn before the other body parts are added to it, so players must therefore roll a 6 to start. Once the body has been drawn, the other parts of the mouse may be added in any order. If you roll a number which relates to a part you have already added, you miss your go and pass the die on.

Younger children may like to trace their mouse using the printable page provided. Older children may find it useful to have one copy of the Mouse! printout in the middle of the table as a reminder for which body part relates to which number on the die.


Mouse!




Roll 6 - draw body
Roll 5 - add nose
Roll 4 - add whiskers
Roll 3 - add eyes
Roll 2 - add ears
Roll 1 - add tail



Roll 6 - draw body
Roll 5 - add nose
Roll 4 - add whiskers
Roll 3 - add eyes
Roll 2 - add ears
Roll 1 - add tail



Roll 6 - draw body
Roll 5 - add nose
Roll 4 - add whiskers
Roll 3 - add eyes
Roll 2 - add ears
Roll 1 - add tail



Roll 6 - draw body
Roll 5 - add nose
Roll 4 - add whiskers
Roll 3 - add eyes
Roll 2 - add ears
Roll 1 - add tail

What's Your Number?



What's Your Number? can be enjoyed by all ages of children - and any number up to 6. It is an exciting and popular race game and is sure to become one of your favorites!

Age guide 3+

Skills:

Number recognition
Pencil control

Equipment:

1 - 3 dice
Printable sheet
A pencil for each player

How to play

The youngest player rolls one die and writes the number down. This is his special number. Each player then finds their own special number, rolling as many times as necessary to find one which has not been used by another player. If lots of children are playing, simply assign each one a number it simplifies the process! You can also assign a child a number which they are currently learning or having difficulty with.

The player with the lowest number starts by rolling two dice. If your special number is rolled, you may begin to complete your picture (use our printouts or devise your own picture before you start the game). It doesn't matter who actually rolls the dice; each player is allowed to fill in one of their lines if their number comes up, or two lines if a double is thrown. The first to complete their picture wins the game.

Pictures

We have two sets of printouts which you can use, or you may, of course, design your own. Our house is popular with younger children and makes an easy, fast game. The straight lines are good practice for little kids, too! Write your own special number in the door. There are nine lines in total.

Our cheerful bug has 12 parts to complete and is suitable for older children (as well as being perfect for the two or three player variation below).

Variations

Using one die throughout the game will slow it down; using three will speed it up!

You can play additional rounds and keep score by giving the winner the total of the lines left incomplete around the table. Or give everyone their own score of incomplete lines, and the overall winner is the one with the lowest total at the end of the game.

For a fast two or three player game, choose two numbers each. If you are using the bug printout, write one number on each of the wings to help you remember!





Ten Down



It's possible to make a game out of basic maths drills, and this game does just that! As you are making your own dice (see Tips and Tricks) you can tailor this game precisely to the age and level of your child.

Age guide 4+

Skills:

Adding
Subtraction

Equipment:

3 specially-prepared dice
10 counters or small toys

How to play

Use 3 blank dice, or adapt existing dice with small stickers, to make this game. On the first you put 3 plus signs and 3 minus signs. Number the other 2 dice from 0 to 5.

Put the 10 counters in a row in the middle of the players. The youngest starts and rolls all the dice, then does the problem (you may need to remind younger children to put the largest number first in a subtraction problem!). The answer to the sum is that player's score. Each player takes a turn and the winner of the round (the player with the highest score) takes a counter or toy from the middle. Play until all the counters have gone and count up to declare an overall winner.

Variations for older children

This game is easily adapted by changing the numbers on the dice or by using bought dice with 12 or 20 sides.

Try practicing times tables by using two normal 6-sided dice or two 12-sided dice and multiplying the two numbers rolled. It's the competitive element that makes this fun!

Tip

Rather than using counters, find a collection of 10 small toys which are close to your child's heart and rename the game to match. We have used a set of small trolls (found in cereal packets last year) to create a rousing game of "Troll!" for an older child, and a little bundle of treasured possession (beads, pebbles etc) to create "Treasure" for a younger child.

Mountain!



Mountain is a well-known game which is called by many names. Its simplicity makes it ideal for younger players, but with its variations it is popular with all ages.

Age guide 4+

Skills:

Number recognition
Manipulating numbers
Strategy (variations)

Equipment:

2-3 dice
Paper and pencil
Printable (optional)

How to play

The object of the game is to be the first to climb your mountain, in number order, and then descend the other side.

Give each player a print-out (or simply write the appropriate numbers yourself on a scrap of paper), a pencil and 2 dice. Allow the youngest player to start. He rolls the dice and hopes for a 1, which will allow him to cross the number 1 off his mountain. He must “ascend” in numerical order, so cannot cross off the 2 until he has crossed off the 1. If he rolls a 1 and a 2, however, he can cross both numbers off in one turn. Play continues until someone has made it all the way up their mountain and down the other side in the correct order.

Variations

Introduce adding

For a quicker game, allow the players to add their dice together to produce another number. For example, a throw of 1 and 2 would allow that player to cross off the 1, the 2 and the 3, all in one turn.

Climb a higher mountain

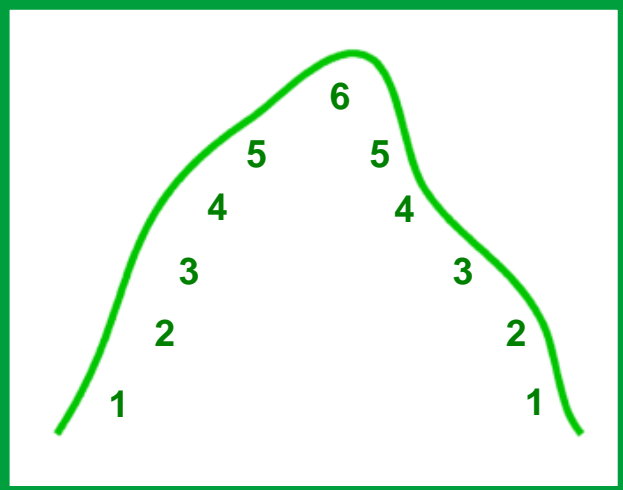
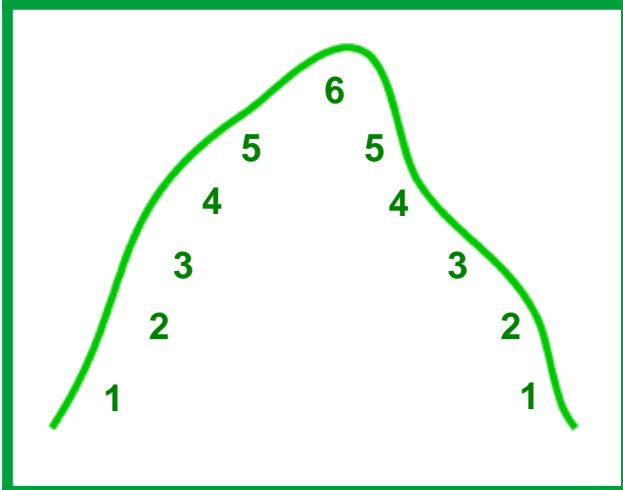
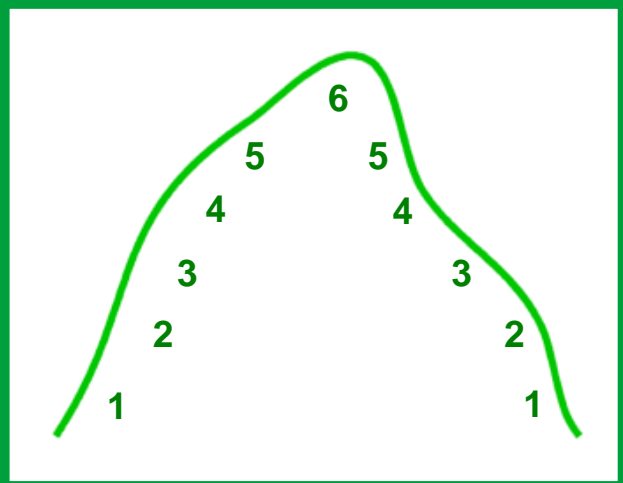
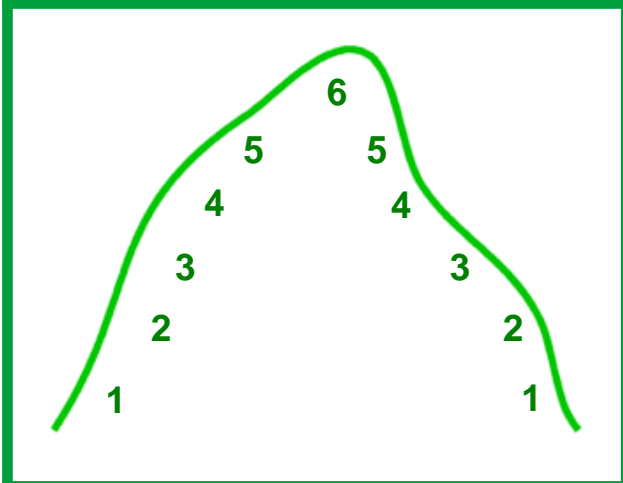
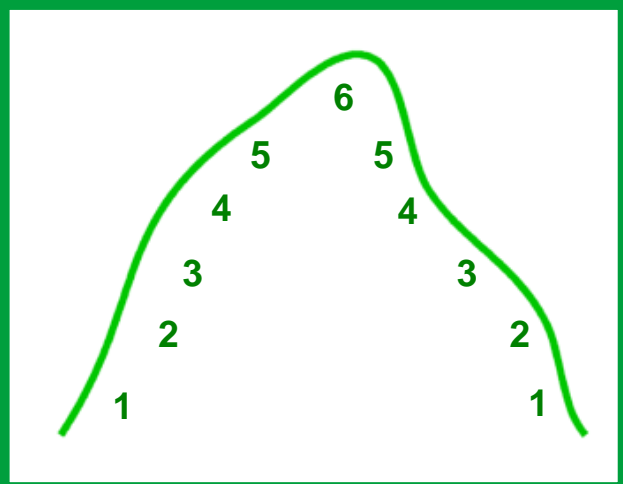
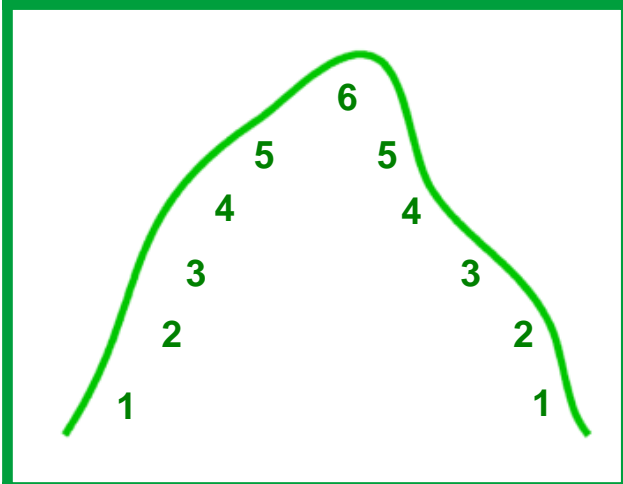
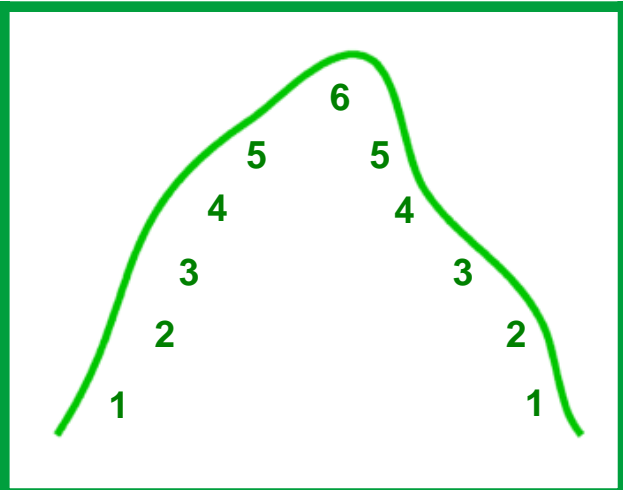
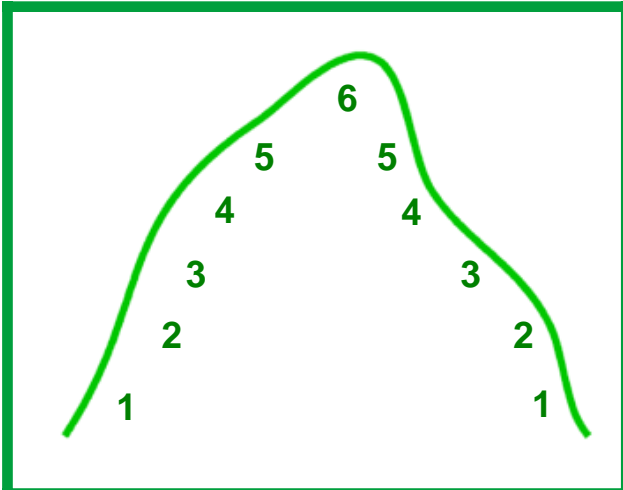
If you decide to play by adding the dice together, it can be fun to increase the height of the mountain (try 9, 10 or 12) - but we suggest increasing the number of dice to 3.

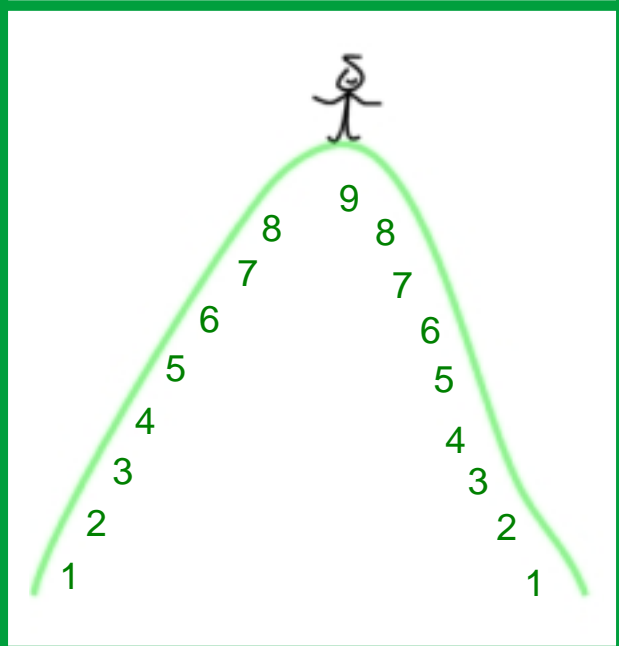
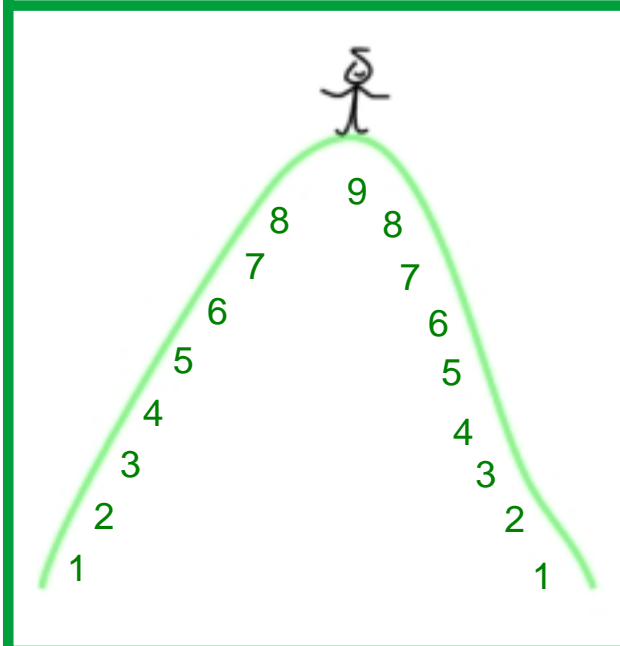
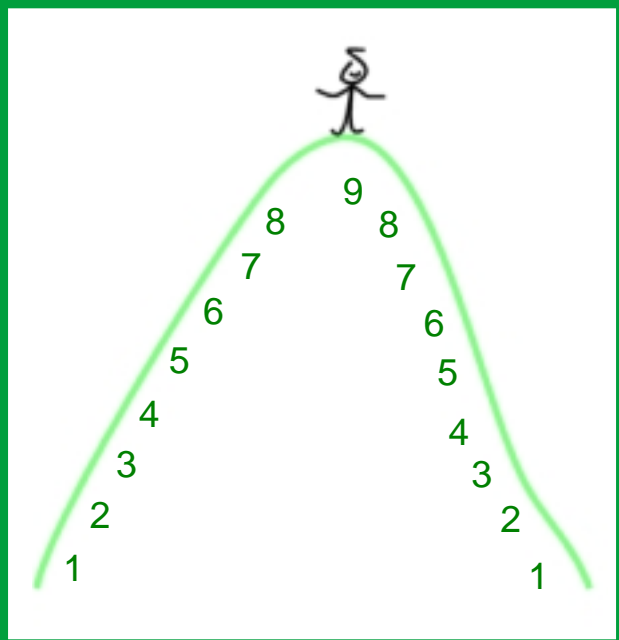
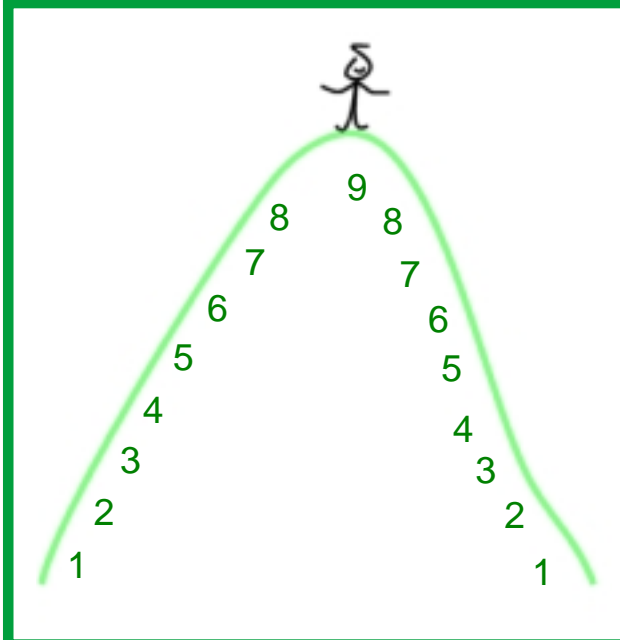
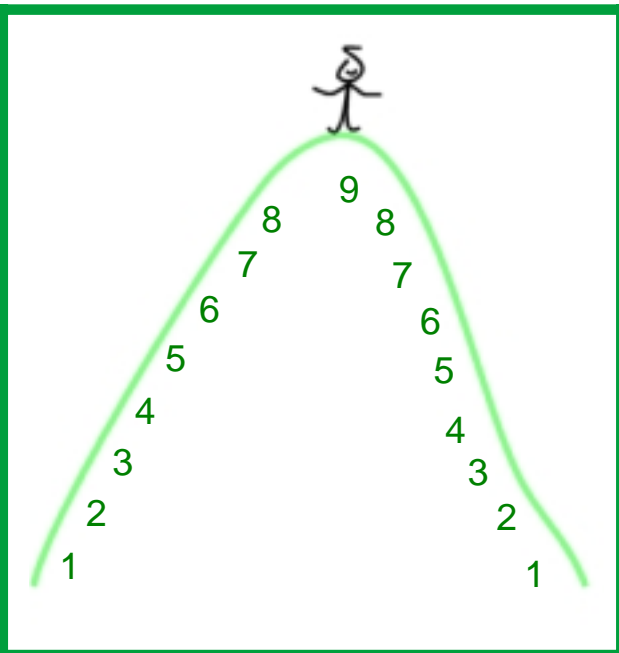
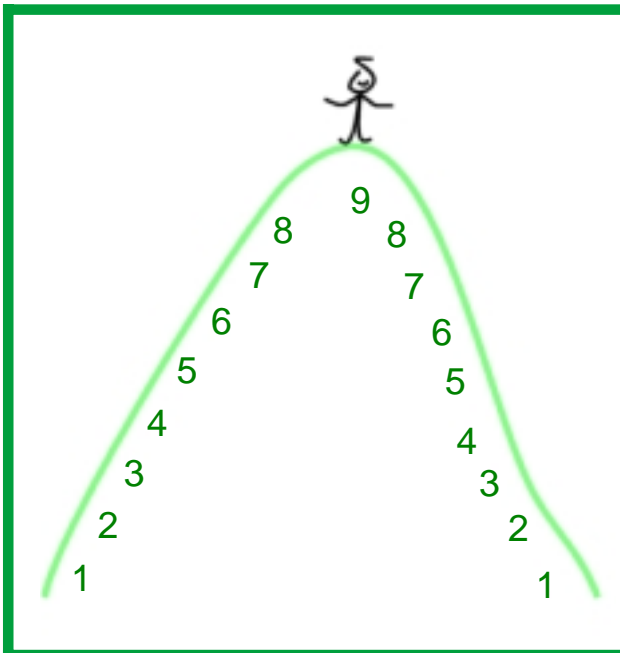
Random order

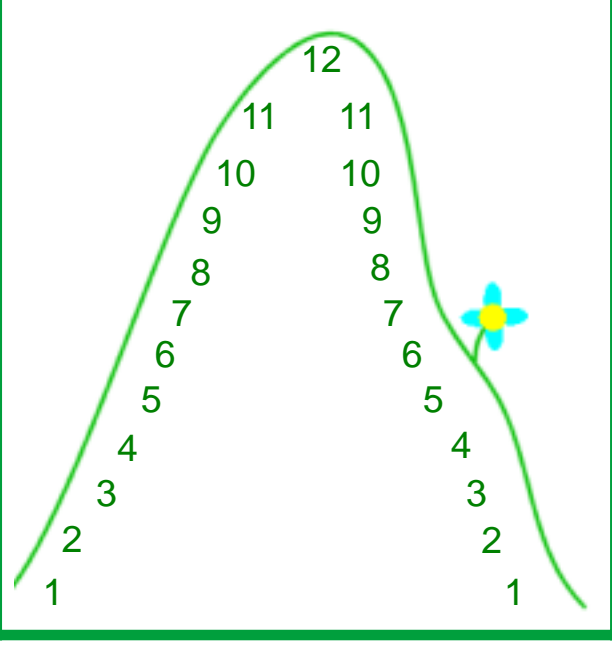
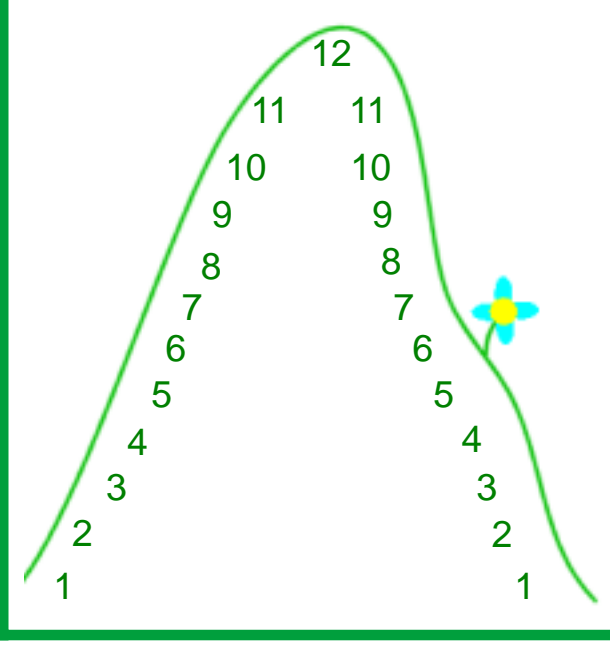
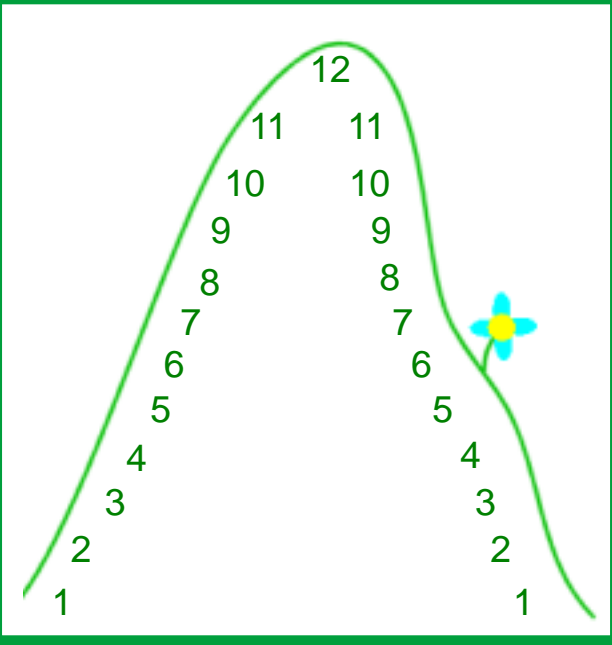
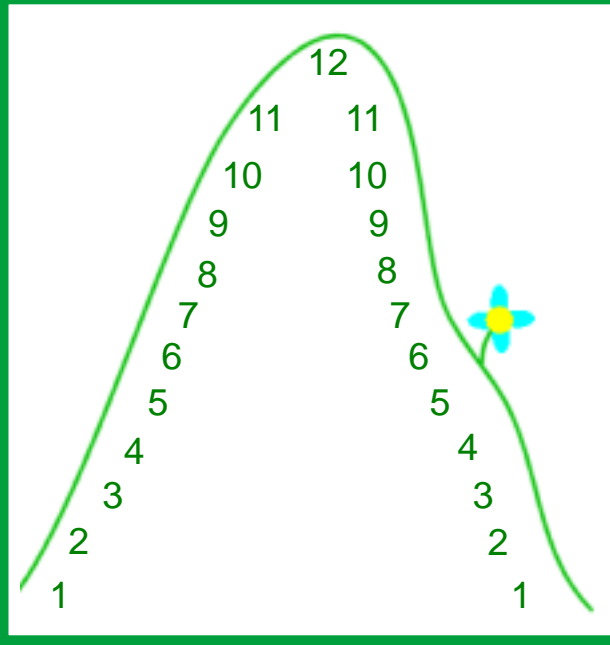
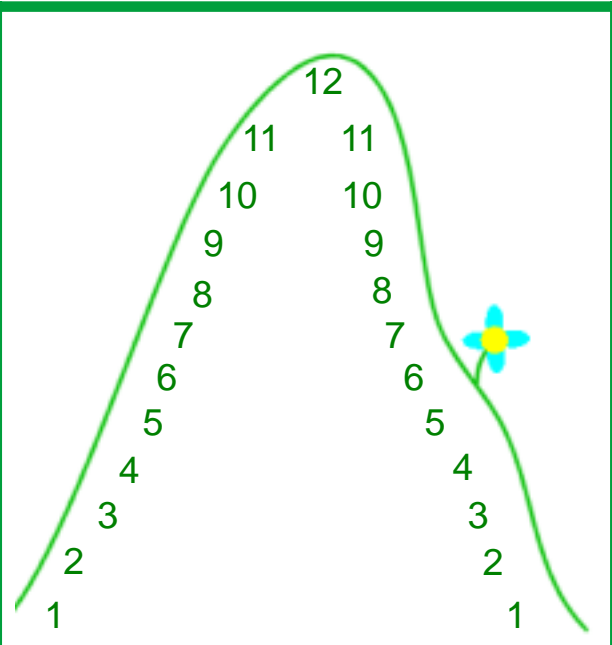
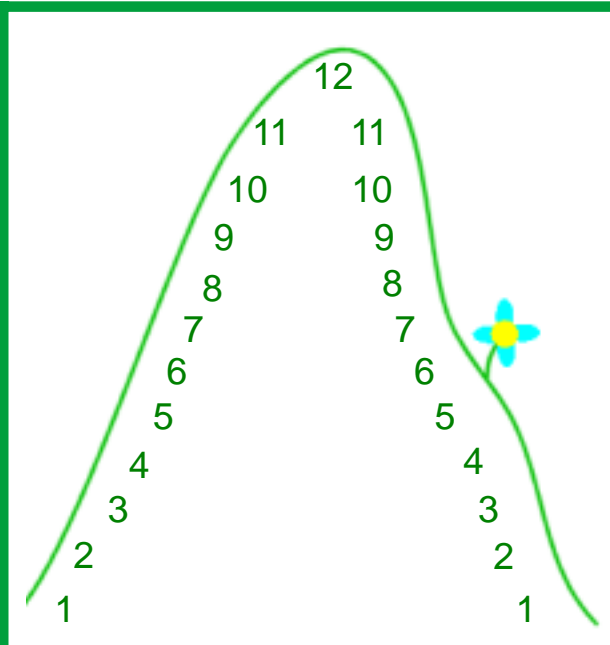
The character of the game can be changed completely by allowing the players to cross off their numbers in random order. However, all the numbers on the ascent must still be crossed off before a player can begin to descend the mountain. Play this variation with 3 dice and the numbers to 12. Each die may only be used once (but does not have to be used) in each go. This introduces a strategic element to the game. Children will soon realise that it is better to cross off the higher numbers first.

Tip:

Try laminating the printables and using a washable pen. Pack a set in a ziploc bag for an easy portable game or time-filling activity in the classroom.







Stuck in the Mud!



This is one of our favorite family dice games. Children love the surprises that the game produces, with some turns ending abruptly and some going on for ever and ever.....!

Age guide 5+

Skills:

Addition (mental)
Addition (scoring)

Equipment:

5 dice
Paper and pencil
Printable scoring chart (optional)

How to play

The aim of the game is to achieve the highest score. You can only score on a roll which does *not* include the numbers 2 and 5. Any dice which show a 2 or a 5 become “stuck in the mud”.

Choose a player to start. Roll all 5 dice. If you have rolled any 2s or 5s, you do not score any points for this throw. If you have not rolled any 2s or 5s, add up the total of the dice and remember it.

Set aside any 2s and 5s, and throw the remaining dice. Again, if you have rolled any 2s or 5s you fail to score this turn. Throws without 2s and 5s are added to your previous total. Continue in this way until all your dice are “stuck”. Write down your score, and pass the dice to the next player.

Agree a number of rounds (five works well) and total up the score. You can use the score charts we have provided. You will be surprised at how much the score can vary and just how tricky the dice can be!

Three or More



This game is simple, fun and popular. It also introduces a number of the concepts of more advanced dice games.

Age guide 5+

Skills:

Addition (scoring)

Equipment:

5 dice

Paper and pencil to score

Printable scoring chart (optional)

How to play

The object of the game is to get 3 or more of a kind. The more that you get, the more you score. The player with the highest score after a fixed number of rounds (5 works well) is the winner.

Roll the dice. You must have 2 of a kind to continue playing. If you don't, write "0" for your score for this round and pass the dice to the next player.

If you rolled 3, 4 or 5 of a kind on that first roll, score as below:

3 of a kind = 3 points

4 of a kind = 6 points


5 of a kind = 12 points

If you rolled only 2 of a kind, you have **one** more turn to improve your score. Put those 2 dice aside and roll the others again. If you succeed, score as above. If you don't, you get no score this turn!


Using our simple score charts is a good idea for younger children. Older children can of course make do with a pencil and paper!


Score Chart - 5 rounds


Here is a simple 5-round score chart which you can use for many dice games. A colour version follows.


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


Score Chart - 5 rounds


Here is a colour version of the 5-round score chart.
Use it with Three or More and other games.


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				

This scorechart and the 10-round version on the following page are designed for younger children, or for laminating. If you laminate them as they are or attach them to a file folder and cover with clear contact paper you will be able to use them repeatedly.


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				


Score Chart - 10 rounds

Here is a simple 10-round score chart which you can use for many dice games. A colour version follows.

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				


	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				


Score Chart - 10 rounds

Use this colour score-chart to inject a bit of spice into your 10-round games!

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				
Round 9				
Round 10				
Total				
Winner				

Catch Up!



This is a great game for groups of children and works with mixed ages well. You will need at least 4 children and up to 8 (any more than that and you should split them into two groups).

Age guide 5+

Skills:

Patience!
Rhythm and chanting

Equipment:

2 dice
3 counters or small toys for each child

How to play

The object of the game is to be the first to win 3 counters. The children sit in a circle around a table or on the floor. Split the dice so that the oldest child has one and the child sitting opposite has the other. Put the counters in the middle.

The children who do not have the dice begin to create a rhythm by first slapping their knees (or the table) once and then clapping their hands once. When all children are synchronized they begin to chant as follows:

[Each section of the chant is marked by / and takes two beats]

/ Are you / ready? / Are you / ready? /
/ If ~ / so ~ / let's ~ / go! ~ /

/ Roll now! / *slap clap* / What have you got? / *slap clap* /
/ Must you pass? / *slap clap* / Hope not! / *Repeat the chant over as play continues*

Play can get quite hectic at this stage! At the "Roll now!" command, the children with the dice roll - hoping for anything but a 6! If it is 6, they must pass the die to the player on their left and take up the chant. A child wins the round when he is still in possession of a die and is passed another from the child on his right. The first to collect 3 counters wins!

Variations for older children

Increase the speed of the chant for older children. Real professionals can begin to drop the extra / *slap clap* / in the game chant for a very fast game indeed!

Variations for big groups of children

If there are 6 or 8 children playing, you may wish to increase the passing roll to two numbers - say a 5 and a 6. This speeds the game up quite considerably.

Quickies!

Beat That!



Age guide 4+

2 dice (up to 7 dice for older players)

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. For a change, try making the smallest number possible! This is a great game for reinforcing the concept of place value. If you are playing with younger children, explain your reasoning out loud and encourage them to do the same.

Run for it!



Age guide 4+

6 dice, paper and pencil

Roll the dice and look for runs (sequences) starting with 1 (so 1, 1-2, 1-2-3 and so on). Each dice which is part of a run scores five points. There can be more than one run in each roll. The first player to 100 points is the winner. You can use the print out overleaf to help younger children keep score (and learn the 5x table!)

Going to Boston



Age guide 5+

3 dice, pencil and paper or score chart

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

5	5	5	5	5	5	5	5
10	10	10	10	10	10	10	10
15	15	15	15	15	15	15	15
20	20	20	20	20	20	20	20
25	25	25	25	25	25	25	25
30	30	30	30	30	30	30	30
35	35	35	35	35	35	35	35
40	40	40	40	40	40	40	40
45	45	45	45	45	45	45	45
50	50	50	50	50	50	50	50
55	55	55	55	55	55	55	55
60	60	60	60	60	60	60	60
65	65	65	65	65	65	65	65
70	70	70	70	70	70	70	70
75	75	75	75	75	75	75	75
80	80	80	80	80	80	80	80
85	85	85	85	85	85	85	85
90	90	90	90	90	90	90	90
95	95	95	95	95	95	95	95
100	100	100	100	100	100	100	100