

Math Dice Games

Dice Wars

What you need:

- Each player needs 2 dice.
- A collection of small objects to use as counters (beans, pennies, etc.) - or you can just keep track of points on scratch paper instead of using counters

How to play:

1. Each player rolls two dice and adds them together.
2. The player with the larger sum gets a counter (or a point).
3. The player with the most number of counters when the counters run out wins (or has the most points after a certain amount of time)

Going to Boston

What you need:

- 3 dice
- Scratch paper/pencil

How to play:

1. Player 1 rolls all three dice at once, then sets the highest die aside.
2. Player 1 then rolls the remaining two dice and then sets aside the highest of the two.
3. Player 1 then rolls the last die.
4. Player 1 adds all three dice together.
5. Then player 2 follows steps 1-4.
6. The player with the highest score wins the round.
7. Play to a set number of rounds and see who wins more rounds, or see who can get to a designated number like 100 first.

Roll to Six

What you need:

- 2 dice
- 2 players

How to play:

1. Both players roll their die at the same time.
2. Once a player rolls a one, he begins rolling again until he rolls a two, then a three, and so on.
3. The first player to roll the numbers 1 to 6 wins.

Pig

What you need:

- 2 dice
- Scratch paper to keep score

How to play:



1. Be the first player to reach 100 points.
2. Players take turns rolling two dice and finding their sum. On a turn, a player can keep rolling – be a PIG – and add to their score. But beware – if a player rolls a 1 on either dice, all points for that turn are lost.

Examples:



Joe rolls   so his is 5.

He keeps rolling, and gets   for 6 points.

Now his running score is 11. He can stop at 11 or keep going.

He rolls one more time,   for 9 points.

Now his score is 20. He decides to stop and keep 20 for his score that round.

Jane rolls   for 11 points. She rolls one

more time and gets a  . Since she rolled a 1, her score is 0 for that round.

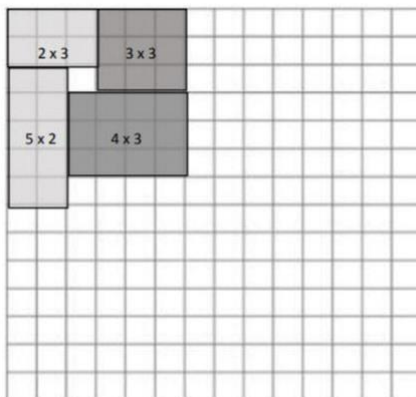
Block Out

What you need:

- 2 dice
- Graph paper
- Two different color crayons or markers

How to play:

1. Player one rolls 2 dice and draws a rectangle using the numbers rolled as the length and width on graph paper, coloring it in with their designated color.
2. Player two does the same, coloring it in with the other color.
3. Play continues until there is no room to draw any more rectangles.
4. The winner is decided by figuring the area of each of their rectangles (length x width) and adding them together.



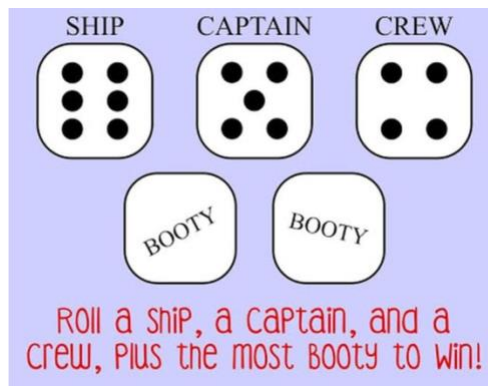
Pirates

What you will need:

- 5 dice

How to play:

1. A player rolls the dice all at once, up to three times.
2. The player must roll a six (the ship), a five (the captain), and a four (the crew) to score any points for that round. If he or she does, add up the two remaining dice (the booty) for his or her score.
3. The other player then takes their turn for that round.
4. Play at least 5 rounds. Add up all the "booty" each player has. The player with the most amount of "booty" wins.



Fraction War

What will you need:

- A pair of dice for each player
- A piece of scratch paper/dry erase board
- Pencil or dry erase marker

How to play:

1. Partners each roll two dice to make a fraction. The smaller of the roll should go on top to be the numerator. If the person rolls doubles (two of the same number), that person automatically wins a point for that round.
2. Once the dice are rolled, partners work together to see which fraction is larger. The larger fraction wins. The person with the larger fraction wins a point.
3. Play ten rounds. The player with the most points wins.