

# KS1 Maths Dice Games

## Two Dice

Here are two dice.

If you add up the dots on the top you'll get 7.



Find two dice to roll yourself. Can you make 7 another way? And another? How many ways are there?

Add the numbers that are on the top.

What other totals could you get if you roll the dice again?

### Notes for adults

You will need two dice to play this game. The children can count the total number of spots on the dice or add them together using number facts they already know. Record the results and explore the different totals that you can get. Help them to find all the possible combinations.

## Tug of War



Here is a game for **two** players.

You will need a counter (or something similar), paper and two 1-6 dice.

### How to play:

Draw a number line on paper like this and place the counter on the number 14 (the red circle in the picture represents the counter):



One player is called 'Plus' and the other is called 'Minus'. Decide who is who.

Plus moves the counter from left to right and Minus moves the counter from right to left.

Take it in turns to throw the two dice and add up the two numbers.

Move the counter that number of places in your direction.

If the counter reaches 1, Minus has won and so, of course if the counter reaches 27, Plus has won.

**You might think about** whether you have to land exactly at 1 or 27 or if you're allowed to end up beyond those points. What difference will it make if you are allowed to go beyond rather than landing exactly on the end numbers?

Once you have got used to the game, you might like to make some changes. You can decide. Perhaps you might have one counter each and see who gets to their end first; perhaps you might find the difference between the two numbers on the dice; perhaps you might use three dice; perhaps you might use one dice and a shorter line...

## **Beat That!**

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. 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.

**Variations:** The winner could be the person with the smallest number, or with the number closest to 30, etc.

## **A Tower**

Use Lego or any other building kits you have. Each player has 2 dice. S/he rolls the 2 dice and adds the spots together. If the addition is correct, the player takes that number of building bricks/lego/duplo and starts building a tower. The winner is the person with the highest or most creative tower.

## **Battle Dice**

Based on a similar card game by the same name, this is a fun and easy dice game that can be modified to practise addition and subtraction.

You need 2 dice for each player, counters (beads, sticks, rocks, pennies, etc.) and/or paper and pen for scoring.

Have each player roll one die. The player with the highest number goes first.

Each player rolls their two dice. The numbers on both dice are added together to come up with an individual player's score. The player with the highest scoring combination wins the round.

Winning rounds can be noted on a pad of paper with a tally mark under the winning player's name, or with counters such as beads, rocks, or pennies.

Play a number of rounds and have players add up their counter or tally marks at the end to come up with a game champion.

### **Variations:**

Play with one dice for younger children to practice basic less than/greater than sequencing. Learn subtraction skills by having players subtract the lower die from the higher die to come up with a number for each round.

Increase the number of dice in the game to 3+ to teach more complicated addition skills.

Practice place value skills by having players create a double-digit number from the rolled dice. For example, rolling a two and a five becomes either 25 or 52.