



Don't Go Over

Math Concepts: Addition - single digit, Number bonds

Materials: Five 6-sided dice

Players: 2

Set up: Use 5 regular dice. and 4 rolls.

Play: On a turn, there will be four rolls of some of the dice. The goal is to eventually have five dice that add up to a large number not greater than 20.

On the first roll, choose to save from 0 to 5 of the dice. Once a die is saved it cannot be changed. Similarly with the remaining dice on rolls two and three. On the fourth and final roll, all dice are saved. Any total score less than or equal to 20 counts, any score over 20 gives the player 0.

Goal: You can play one or more rounds. The highest total score wins.

– DISCUSSION AND TIPS –

Discuss the strategies students have for this game. What are the risks and rewards on the final roll?

– VARIATIONS –

The target score of 20, the number of dice, and the number of rolls, can all be changed to suit younger or older players. For example, you could play this with a target of 12 and 3 dice for younger players.