

Halves and Doubles Game

- Roll the dice.
- Double your number.
- Highest answer wins.

First to 100

- Roll two dice.
- Multiply your numbers together and add the answer to your score.
- First player to reach a total of 100, wins.

Making 10

- Roll the dice.
- What would you add to this number to make 10?
- First player to answer wins.

Higher or Lower?

- Roll two dice.
- Choose the correct symbol (<, >, =) to compare your numbers.
- Increase challenge by rolling the dice repeatedly to generate a multi-digit number.

Create a Code

- Roll the dice to generate a number (2-digits or more).
- Arrange the digits to create the highest possible number.
- The player with the highest number wins.

Enriching learning with a dice

Highs and Lows

- Roll the dice to create a number (2-digits or more).
- Round your number to the nearest 10 or 100.
- If you round up, earn a point.
- First player to 10 points, wins.

Spot the Difference

- Roll the dice to create two numbers (as many digits as desired).
- First player to find the difference wins.

Blow the Budget

- Each player starts with a £10 budget.
- Take it in turns to roll the dice 3 times to generate an amount of money (e.g. £3.52).
- Deduct the amount from your budget to find your change.
- The last player with remaining money is the winner.

Battleships

- Each player has a 10x10 grid to plot 5 points on.
- Take it in turns to roll 2 dice to generate a co-ordinate (first roll for the x-axis, second roll for the y-axis).
- First player to land on all 5 of their partner's points, wins.

Fraction Families

- Roll two dice to create a proper fraction.
- First player to find an equivalent fraction wins a point.

