You will need

1 6-sided dice for Dicey Dotty Six

1 10-sided die for Dicey Numbers, Dicey Addition, Dicey Subtraction and Dicey Multiplication

2 10-sided dice for Dicey Times Table Bingo.

‘Virtual dice’ are available at [**http://www.bgfl.org/bgfl/custom/resources\_ftp/client\_ftp/ks1/maths/dice/index.htm**](http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks1/maths/dice/index.htm)

Students need to work in pairs for all games apart from Bingo – this could be same ability, differing abilities or friendship.

Award sleuth points to winners of each game – you and/or the students could also keep a scorecard to show total number of wins.

Dicey Numbers

The students each need a grid like the one below.

Roll a 10 sided die and each student decides which cell to put that number in.

Keep rolling the die until the cells are full. Ask students to read their number (eg 3 thousand 7 hundred and fifty four, not 3, 7, 5, 4) to their partner and the player with the number closest to 1000 wins.

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Dicey Times Table Bingo

The students each need a grid like the one below.

Each student chooses a ‘times tables result’ (up to 10x10) to put in each cell of the grid eg. 56, 24, 10, 12, 36.

They may repeat numbers, but can only cross one off at a time. Ask students to show their partner their completed grid.

Roll two 10 sided dice and call out the times table question eg. 3 x 8. Any student with 24 circles that number.

Keep rolling the dice until a student has all their 5 numbers circled.

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Extension: Discuss the numbers the wining student(s) had, and the numbers other students were still waiting for. Are some numbers more likely than others? Are any numbers impossible?

Dicey Addition

The students each need an addition grid like the one below.

Roll a 10 sided die and each student decides which cell to put that number in.

Keep rolling the die until the cells are full and ask the students to complete the addition. Ask students to swap with their partner to check additions. Compare with their partner and the player with the total closest to 1000 wins.

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Dicey Subtraction

The students each need a subtraction grid like the one below.

Roll a 10 sided die and each student decides which cell to put that number in.

Keep rolling the die until the cells are full and ask the students to complete the subtraction. Ask students to swap with their partner to check subtractions. Compare with their partner and the player with the total closest to 1000 wins.

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Dicey Multiplication.

The students each need a multiplication grid like the one below.

Roll a 10 sided die and each student decides which cell to put that number in.

Keep rolling the die until the cells are full and ask the students to complete the multiplication. Ask students to swap with their partner to check multiplications. Compare with their partner and the player with the total closest to 1000 wins.

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Dicey Dotty Six

The students need to work with a partner, and decide who is going to go first.

Roll a 6 sided die.

Player A draws the number of dots shown on the die in one box. (They can’t split them up and there can’t be more than 6 dots in a box.)

Roll the die again, and Player B now does the same.

Keep rolling the die, with the players taking it in turns to draw the dots. When the box is full (6 dots) the player completing the box puts their initials in it.

The winner is the first player to have 3 completed boxes in a row, column or diagonal.

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