



Dice Games



A research-based Learning & Teaching Model,
giving teachers the tools, time and PD to address
each student's individual learning needs.



8 quick games to dice up your class time.

These energising games can be run
by students independently - great
as a warm up activity, or to break up
your lesson.



Odds or Evens

(6 dice)



1. Take turns rolling 6 dice

- a. Guess if there will be more odds or even numbers
- b. Guess if the sum will be an odd or even number



Odds or Evens

(2 dice)





1. Take turns rolling 2 dice

- a. Guess if the sum will be an odd or even number
- b. Guess if the product will be an odd or even number



Making 1 to 10

(2 dice)





1. Take turns rolling 2 dice
2. Add or subtract the two numbers to make 1, then 2, then 3, ... , all the way up to 10.
3. If you can't make the next number, it's the next person's go and you have to wait until your next turn to try again
4. The first one to make all the numbers from 1 to 10 wins



Closest to 100

(6 dice)



1. Roll 6 dice
2. Use the four operations on the 6 numbers you rolled to make 100
3. The person that gets the closest to 100 wins



Closest to X

(2 dice)





1. Roll 2 dice
2. Multiply the numbers together, that's the goal number
3. Roll all 6 dice
4. Use the four operations on the 6 numbers you rolled to make your goal number
5. The person that gets the closest to the goal wins



“Poker” Dice

(6 dice)



1. Roll 6 dice
2. Look for one of the following patterns:
 - a. Two of a kind (*10 points*)
 - b. Three of a kind (*15 points*)
 - c. Two pairs (*20 points*)
 - d. "Full house" - two of a kind and three of a kind (*25 points*)
 - e. Four of a kind (*30 points*)
 - f. "Straight" - 1, 2, 3, 4, 5 (*40 points*)
 - g. Five of a kind (*50 points*)
3. You can roll up to two more times to get a better score
 - a. either roll all of the dice again
 - b. or only roll some of the dice again



Dice “21”

(2 dice)





1. Take turns rolling 2 dice
2. Add the two numbers to a running total
3. Before you roll, guess whether the new total will be under 21, exactly 21, or bust (over 21)
 - a. If you guess exactly 21 correctly, you get 2 points
 - b. If you guess under 21 or bust correctly, you get 1 point
 - c. If you guess incorrectly and it's under 21, you get 0 points
 - d. If you guess incorrectly and it's bust, you lose 1 point.



Dice “Scattegories”

(2 dice)





1. Roll 2 dice
2. Take turns forming a number sentence out of the two numbers rolled, *e.g. if you roll 2 and 3:*
 - a. "2 plus 3 equals 5"
 - b. "3 plus 2 equals 5"
 - c. "3 minus 2 equals 1"
 - d. "2 times 3 equals 6"
3. The first person who can't think of a new number sentence loses the round and everyone else wins a point