



# Number Bonds – Dice Games

## 1.0 Connect Four

Materials you need...

- Number Grid
- 0-9 or 00-90 dice
- Different coloured counters for each player

Use the Grid to write in numbers dependent on which bond you are working on...

- Bonds of 10... write in numbers 1-10. Take turns to throw the 0-9 dice. Find the bond pair on the grid to the number on the dice.
- Bonds of 20... write in numbers 11-20. Take turns to throw the 0-9 dice. Find the bond pair on the grid to the number on the dice.
- Bonds of 100... write in numbers 10-100 (in 10's). Take turns to throw the 00-90 dice. Find the bond pair on the grid to the number on the dice.

Place your counter on the grid which makes the bond. The winner is who gets four counters in a row (horizontal, vertical or diagonal).

## 2.0 Complete the Squares – Bonds Game

Materials you need...

- Box grid
- Coloured pencils



- 1-6 die, 0-9 die or 00-90 die

Decide which Number Bond you are playing with and fill the dot squares as appropriate...

- Bonds of 5, fill with 0-4 and use the 1-6 die (rolling a 6 means roll again).
- Bonds of 10, fill with 1-10, use the 0-9 die.
- Bonds of 20, fill with 11-20, use the 0-9 die.
- Bonds of 100, fill with 10-100 (only the 10's), use the 00-90 die.

Each player takes it in turns to roll the die. They find the bond match on the squares grid. Join one pair of dots next to your bond match together with a line. If you complete a square you shade this square with your colour. If you cannot make a bond with the numbers available, you miss a go.

Once all squares are completed you count your shaded squares up, the winner is the player with the most shaded squares.

### 3.0 Subtraction Tally chart

Materials you need...

- 0-9 dice
- Paper and pencil

Make a table each...

If you subtract from 10	Tally
1	
2	



3	
4	
5	
6	
7	
8	
9	
10	

On each throw work out what 10 take away your throw would be. Put a tally mark next to this number. First to get a tally next to each number wins.

#### 4.0 Addition Tally chart

Materials you need...

- 0-9 dice
- Paper and pencil

Make a table each...

What you need to make 20	Tally
11	
12	
13	
14	
15	
16	
17	
18	
19	



20	
----	--

On each throw work out what you need to add to your throw to make 20. Put a tally mark next to this number. First to get a tally next to each number wins.

## 5.0 Cuisenaire Staircase Game

Materials you need...

- Cuisenaire grid
- Cuisenaire Rods
- Numicons
- 0-9 dice

Roll the die and complete the Bond. Eg if you rolled a 4, your bond would be  $4+6=10$  or  $6+4=10$ . Find either of the two steps that represent them. Choose which to colour in and complete the Bond.

The winner is the player who gets 3 steps in a row first. If both bonds are taken play passes on without you shading a step.

You can also play this game using the numicons. First place in order the numicons representing 1-10. Then carry on as above, but instead of shading to complete the “step” place the numicon that completes it to make 10.

## 6.0 Bonds of Five Game

Materials you need...

- Five dot pattern (x4 each player)



- Counters (two colours)
- 1-6 dice x2

Change the 5 and 6 on both the dice. On one dice change to 1 and 2, on the other change to 3 and 4.

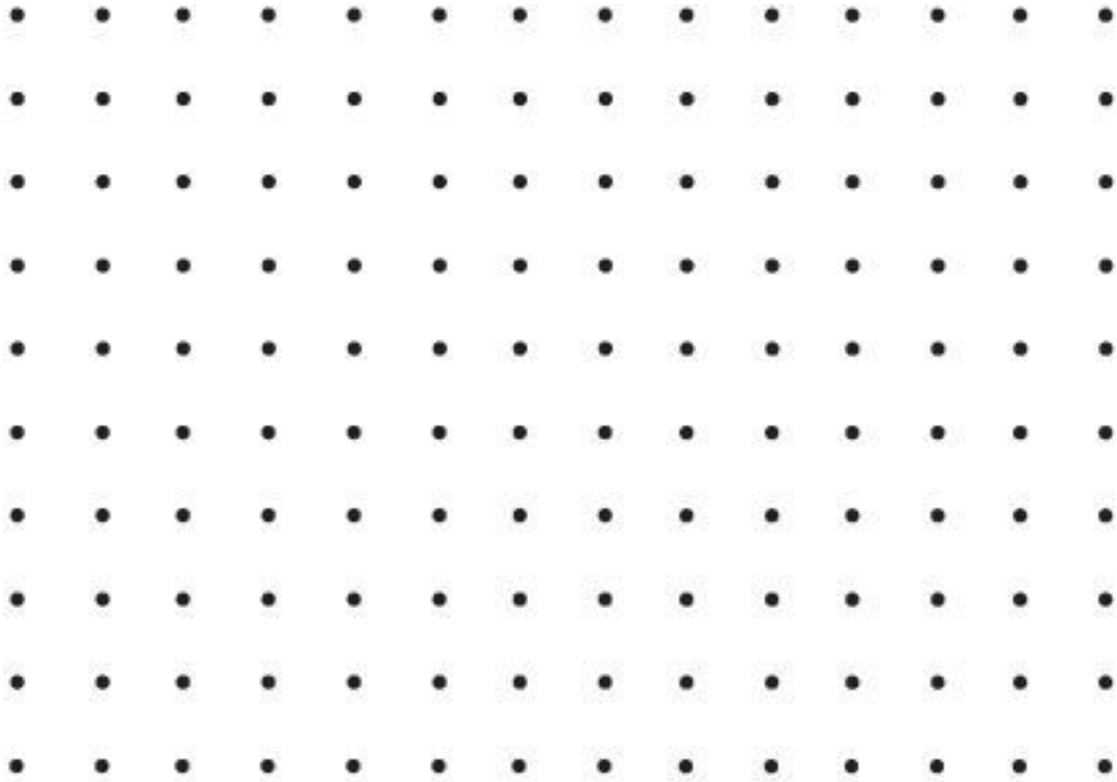
Roll the two dice. If the total makes five, place the counters on one of the set of dots to represent the sum.

First to fill their set of four fives wins.



## Number Grid


## Box Grid



Maths Monkeys CIC – Registration Number 11741273  
Registered in England and Wales as a Company Limited by Guarantee  
Registered Address: 14 Mallard Close, York, YO10 3BS  
Tel: 07772437720  
Email: [Helen@mathsmonkeys.co.uk](mailto:Helen@mathsmonkeys.co.uk)



## Cuisenaire Grid

