



Addition – up to total 12

Dice Games

1.0 Addition Squares

Materials you need...

- Box Grid
- Coloured pencils
- 1-6 dice x2

Using the box-game template write the numbers 2 to 12 in each of the squares.

Players take it in turns to throw the two dice. They then find the sum of the numbers they have thrown and choose two dots around their chosen square to draw a line. If the line completes a square you can shade the square in your colour.

The winner is the player with the most squares in their colour.

2.0 Shut the Box

Materials you need...

- 1-6 die x2

Each player writes the numerals 1-9 in front of them.

Players throw two dice until 7, 8 and 9 are all crossed out, then they can choose whether to throw one or two dice.



On each throw the total is calculated, they can then cross out numerals that are still on show that add up to the same total (you cannot use one numeral twice).

If anyone succeeds in shutting the box (crosses all their numerals out) they win outright immediately.

A player's turn finishes when they can not match the total of their dice with numerals that are remaining uncovered. A players score is the total of their remaining numbers. Lowest score wins.

3.0 Three in a Row

Materials you need...

- 1-6 Dice x2

Each player writes out the numbers 4-10.

Players take it in turns to roll the two dice. Find the sum of the dice and tick off the number on your number line.

The winner is the first to tick off three in a row.

4.0 Connect Four

Materials you need...

- 1-6 dice x2
- Number Grid
- Different coloured counters for each player



Fill the grid with the numbers 2 to 12.

Players take it in turns to throw the two dice. Find the sum of the two dice. Match the sum to a number on the board and place their counter on top of it.

The winner is the player to get four counters in a row, horizontally, vertically or diagonally.

5.0 Cuisenaire component find

Materials you need...

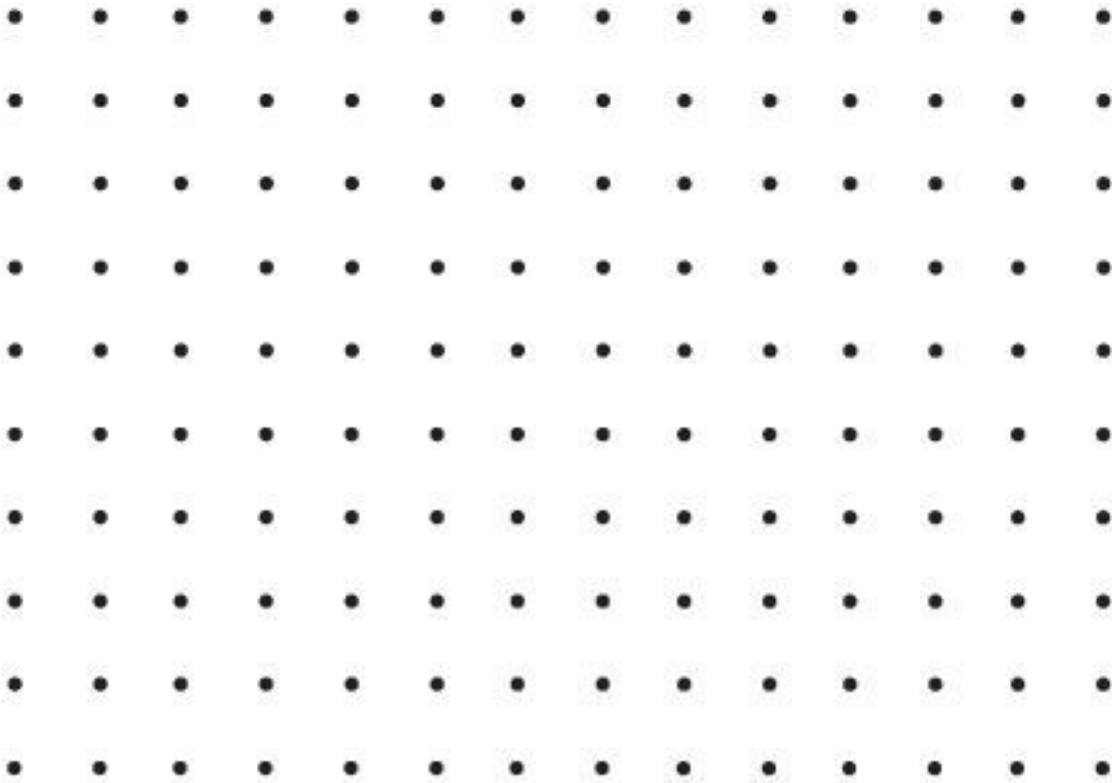
- Cuisenaire rods
- 1-10 dice

Take it in turns to throw the dice. Find as many combinations using two rods to make your number.

Winner is the player to collect the most rods.



Box grid





Number Grid
