



**4 Quick and Easy Dice
Games
A Kit for Program Leaders**

MOUSE!

Skills:

Number recognition
Pencil control

Equipment:

One die
Pencil and paper

How to play The aim of the game is to be the first to complete a Mouse. Each roll of the die enables a particular body part to be drawn as follows:

6 = body
5 = nose
4 = whiskers
3 = eyes
2 = ears
1 = tail

The body must be drawn before the other body parts are added to it, so players must therefore roll a 6 to start. Once the body has been drawn, the other parts of the mouse may be added in any order. If you roll a number which relates to a part you have already added, you miss your turn and pass the die on. Players take turns rolling the die, one roll per turn. The first person to complete their mouse wins!

Beat That!

Skills:

Number
Place value
Strategic thinking

Equipment:

2 dice (up to 7 dice for older players)
Paper and pencil for scoring

How to play Roll the dice and put them in order to make the highest number possible. If you roll a 4 and a 6, for example, your best answer would be 64. Using 3 dice, a roll of 3, 5 and 2 should give you 532, and so on. Write down your answer, pass the dice, and challenge the next player to "Beat That!" Play 5 rounds, adding your highest number to your number from the last round. At the end of 5 rounds, the player with the highest combined total wins.

Stuck In The Mud!

Skills:

Addition (mental)
Addition (scoring)

Equipment:

5 dice
Paper and pencil

How to play The aim of the game is to achieve the highest score. You can only score on a roll which does not include the numbers 2 and 5. Any dice which show a 2 or a 5 become "stuck in the mud". Choose a player to start. Roll all 5 dice. If you have rolled any 2s or 5s, you do not score any points for this throw. If you have not rolled any 2s or 5s, add up the total of the dice and remember it. Set aside any 2s and 5s, and throw the remaining dice. Again, if you have rolled any 2s or 5s you fail to score this turn. Throws without 2s and 5s are added to your previous total. Continue in this way until all your dice are "stuck". Write down your score, and pass the dice to the next player. After 5 rounds, add up your scores. You will be surprised at how much the score can vary and just how tricky the dice can be! The player with the highest score wins!

Going To Boston!

Skills:

Addition

Equipment:

3 dice
Pencil and paper

How to play Roll the 3 dice and keep the highest. Roll the remaining dice and again set aside the highest. Roll the last die, and add up your total. Write down your score. Pass to the next player to do the same. Play 5 rounds and then total your points for each of the 5 rounds. The winner is the player with the highest total.



For more information, contact
Consult 4 Kids at
www.consultfourkids.com