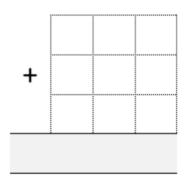
Dicey Operations

Use a dice or the spinner on the following page to play.

Dicey Operations - Addition

Goal: Be the player with a sum closest to 1,000

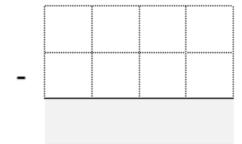
Directions: Find a partner. Draw the grid shown to the right. This is where you will record your numbers. Take turns rolling the dice Record your number in one of the cells in your grid. Once you record the number, you may not erase it. Taking turns, roll one dice 9 times each, until each of the cells in your grid is full. Then, add your three numbers together. The player with a sum (answer) closest to 1,000 wins! The winner gets a tally mark. Draw a new grid and begin again. Play ten rounds. Whoever has the most tallies, is the winner!



Dicey Operations- Subtraction

Goal: Be the player with a difference closest to 1,000

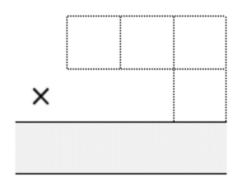
Directions: Find a partner. Draw the grid shown to the right. This is where you will record your numbers. Take turns rolling the dice Record your number in one of the cells in your grid. Once you record the number, you may not erase it. Taking turns, roll one dice 8 times each, until each of the cells in your grid is full. Then, subtract. The player with a difference (answer) closest to 1,000 wins! The winner gets a tally mark. Draw a new grid and begin again. Play ten rounds. Whoever has the most tallies, is the winner!



Dicey Operations – Multiplication

Goal: Be the player with a sum closest to 1,000

Directions: Find a partner. Draw the grid shown to the right. This is where you will record your numbers. Take turns rolling the dice Record your number in one of the cells in your grid. Once you record the number, you may not erase it. Taking turns, roll one dice 4 times each, until each of the cells in your grid is full. Then, multiply. The player with a product (answer) closest to 1,000 wins! The winner gets a tally mark. Draw a new grid and begin again. Play ten rounds. Whoever has the most tallies, is the winner!



Spinner

Materials: Pencil and and a paperclip

Put the paperclip under the tip of the pencil in the middle of the spinner and spin. You may also use a regular dice that you have at home with numbers 1-6.

