

DICE GAMES

DROP ZONE



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You will need:

- 2 players
- 1 **small** dice
- A 'Drop Zone' dice mat
- Paper to record calculations

How to play:

The players take it in turns to roll a small dice onto the 'Drop Zone' dice mat.

If the dice does not land on the mat they must miss their turn.

When the dice stops on the mat they must multiply the dice number by the number in the **Drop Zone**. The number on the coloured area where the dice fell. The player now makes a note of this number.

Play continues with each player taking it in turns to roll the dice and multiply it by the number where it lands.

All calculations must be recorded and each product added to the previous one, **the first player to reach, or exceed, 100 is the winner.**

In the example play here, **Alex wins** by passing 100 first.

The '**Drop Zone**' dice mat is on the next page, followed by a recording template.

The template may not be necessary or suitable for all children.

Jennifer		
Dice x Zone	Product	Running Total
6 x 7 =	42	42
2 x 5 =	10	52
1 x 2 =	2	54
5 x 4 =	20	74
3 x 2 =	6	80

Alex		
Dice x Zone	Product	Running Total
5 x 4 =	20	20
3 x 9 =	27	47
6 x 4 =	24	71
5 x 2 =	10	81
4 x 7 =	28	109

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2

6

5

8

9

3

7

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4

DROP ZONE

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DROP ZONE

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DROP ZONE

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DROP ZONE

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DICE GAMES

Multiplication Collection



You will need:

- 2 players
- 4 dice (2 for each player)
- 10 counters

This is a very simple game, relying solely on the luck of the dice roll to determine a winner. However, there is a great deal of maths being undertaken during the play, and in our experience, children love the simplicity of it. No board, just dice, counters, quick calculations... and, ultimately, a winner!

How to play:

All 10 counters are placed in a single pile between the players.

Now, both players take it in turn to roll their two dice. Each player must multiply the two dice numbers together and announce the result. The player with the larger product takes a counter. If both players have the same product then neither can take a counter.

When all of the counters have been used each player counts the counters they have collected.

The winner is the one with the most counters.

Notes:

- *this game can easily be made more challenging by using different numbered dice: 1-6 and 4-10 dice, for example*
- *if you label your own dice then putting a zero on one of the faces can add a further degree of interest; anyone who rolls a zero must replace one of their counters in the middle of the table!*