 Cross Out

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| **This is an activity for two students. Roll the dice to cross out that number on the baseboard.** |
| **Elephants**  Each student has a baseboard with dots to represent the numbers 1-6. They take turns to roll 1 regular dice and cross out or put a counter on the corresponding dots on the baseboard with a counter or marker. The first player to cross out all the dots is the winner. |
| **Penguins**  Each student has a baseboard with the numbers 1 - 6. They take turns to roll 1 dot dice and cross out or put a counter on the corresponding number on the baseboard with a counter or marker. The first player to cross out all the numbers is the winner. |
| **Fish**  Each student has a baseboard with the numbers 2 - 12. Take turns to roll and add 1 dot and 1 regular dice and cross out or put a counter on the corresponding number on baseboard with a counter or marker. First player to cross out all the numbers is the winner. |
| **Crocodiles**  Each student has a baseboard with the numbers 3-18. They take turns to roll and add 3 dice and cross out or put a counter on the corresponding number on the baseboard with a counter. The first player to cross out all the numbers is the winner. |
| **Foxes**  Each student has a baseboard with the numbers 6 -36. They take turns to roll and add 6 dice and cross out or put a counter on the corresponding number on the baseboard with a counter. The first player to cross out all the numbers is the winner. |