Add Two Dice

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| **Students roll the dice and match to a number card.** |
| **Elephants**  Play as a matching game.  1 dice with dot patterns. Choose the dot pattern card to match. OR  1 dice with numerals. Choose the numeral card to match. |
| **Penguins**  Numeral cards 2-12 turned face up. Roll two dice (dot) to find total. (cover one dice to visualise pattern) Student takes matching numeral card. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |
| **Fish**  Numeral cards 2-12 turned face up. Roll two dice (1 numeral and 1 dot) to find total. (Encourage Count On) Student takes matching numeral card. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |
| **Crocodiles**  Numeral cards 3-18 turned face up. Use 3 dice. Focus on taking highest number or lowest number that can be made from the combination thrown**.** Student takes matching numeral card. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |
| **Foxes**  Use numeral cards 6-36 turned face up. Use 6 dice. Encourage doubles, known facts, bridging and jump/split strategies. Can use addition or subtraction to make numbers. Student takes matching numeral card. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |