Dice it up

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| **Counting dots to match a number; then visualising dot patterns; counting on and finally looking for the most efficient way to add numbers.** |
| **Elephants**  1 dice with dot patterns and match to numeral cards 1-6 |
| **Penguins**  Use numeral cards 2-12 turned face up. Roll two dot dice to the find total. (Cover one dice to visualise pattern.) Student takes matching numeral. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |
| **Fish**  Use numeral cards 2-12 turned face up. Roll one numeral and one dot dice to find the total. (Encourage count on) Student takes matching numeral. Game continues until all cards are taken. If a player rolls a number already taken, they miss a turn. |
| **Crocodiles**  Use numeral cards 3-18 turned face up. Use 3 dice. Focus on taking highest number or lowest number that can be made from any combination and number of dice thrown**.** |
| **Foxes**  Use numeral cards 6-36 turned face up. Use 6x dice. Encourage doubles, known facts, bridging and jump/split strategies. Any combination and number of dice thrown can be used. |