



DICE ON TARGET



This game is a fun target game where the aim is to get as close as possible to the 2 digit number using the rolls on 4 dice.

Age Range: 3rd Grade+

Number of players: 2-4

Learning: +, -, x and ÷ up to 100

You will need:

- Pieces of paper to keep score and write down calculations for each player
- 5 dice (or just one dice is fine)
- Digit cards (optional)
- Timer

Instructions

- Before the game starts, the 2 digit number must be chosen. The number can either be picked randomly using 2 digit cards and placed in the boxes, or chosen by a player and written in the two boxes at the top.
- One of the players rolls the 5 dice and places the dice inside the smaller squares, again where all the players can see them. Alternatively, roll one dice five times and write the numbers in pencil inside the smaller boxes.
- Player have 1 minute to get as close as possible to the target number using the rolls on the dice. They are allowed to combine dice rolls to make a 2 or 3 digit number and they can use all four operations to help them. A player may choose only to use two or three rolls on the dice if they wish (they do not have to use all 5 numbers).
- Each player needs to record their calculations on paper.
- Once a minute is up, each player in turn tells the other players their total.
- The player with the closest total shows how they achieved their total first, followed by the next player and so on.
- Scoring is as follows:
 - o Any player who has reached the target number scores 10 points.
 - o Otherwise, players score 9 points if they are 1 away from the target number; 8 points if they are 2 away; and so on, up to 1 point if they are 9 away.
 - o If a player has made a mistake with their calculation, then they score 0.
- The game then restarts with a new 2 digit total and new dice rolls.
- The winner is the first player to reach a total of 50 points.



DICE ON TARGET CONT.



Variations

- To make the game harder, do not allow the dice rolls to be combined.
- Using ten-sided dice makes a wider range of numbers to select.
- Change the timer to 2 minutes or 30 seconds depending on the level of skill of the players.

Examples of play

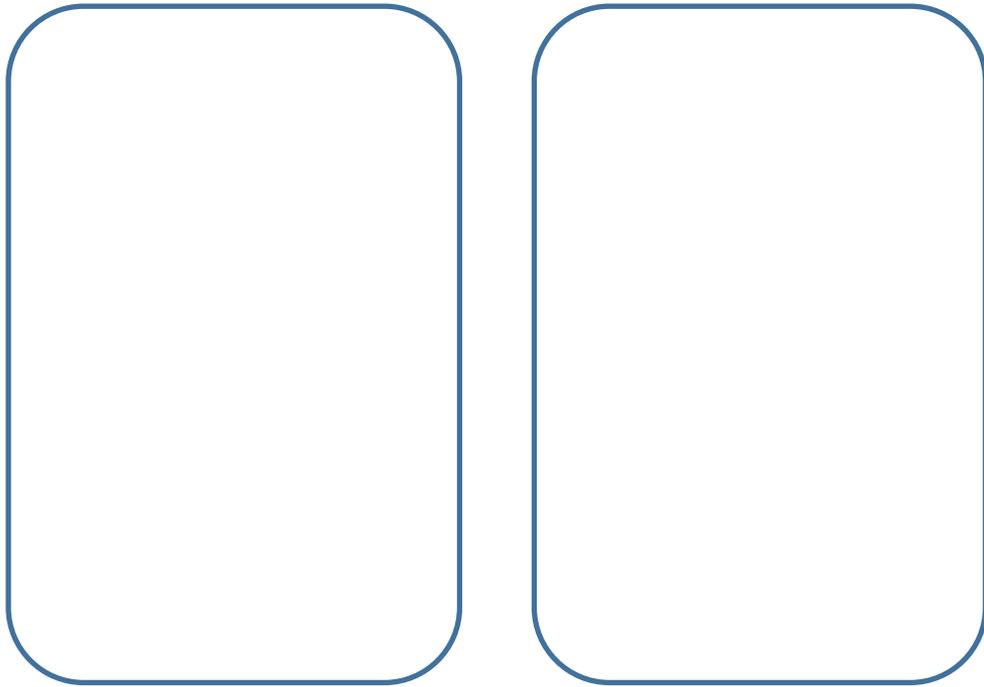
The target number is chosen to be 67. The dice rolls are 4, 2, 5, 3 and 3.

Player 1 works out $33 \times 2 = 66$	Score 9 points (1 away from total)
Player 2 works out $53 + 3 + 2 + 4 = 62$	Score 5 points (5 away from total)
Player 3 works out $23 \times 3 + 4 - 5 = 67$	Score 0 points (incorrect calculation)
Player 4 works out $33 \times 2 + 5 - 4 = 67$	Score 10 points

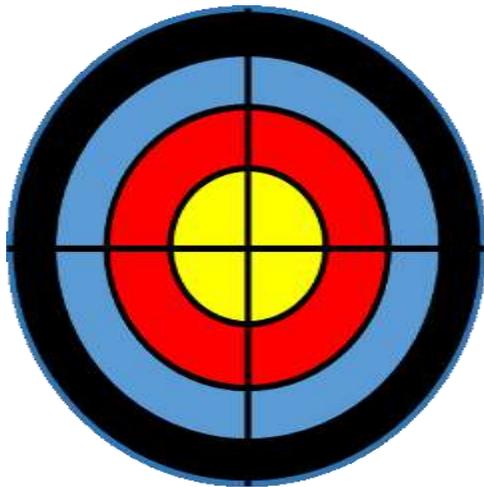
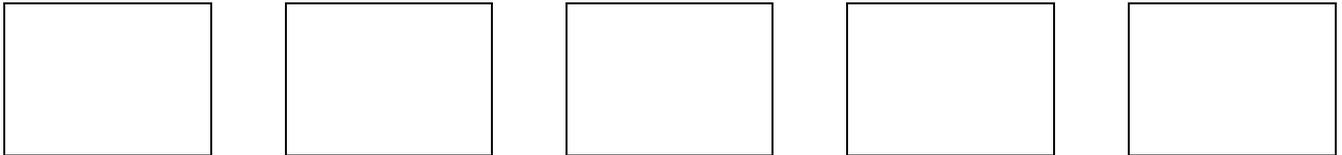
The target number is chosen to be 79. The dice rolls are 6, 2, 4, 1, and 2.

Player 1 works out $62 + 14 + 2 = 78$	Score 9 points (1 away from total)
Player 2 works out $42 \times 2 - 6 + 1 = 79$	Score 10 points
Player 3 works out $(16 + 2 + 2) \times 4 - 1 = 79$	Score 10 points
Player 4 works out $64 + 12 + 2 = 79$	Score 0 points (incorrect calculation)

DICE ON TARGET (2 DIGITS)



DICE ROLLS



HOW CLOSE CAN YOU GET TO THE TARGET?