

BOXING MATCH

GAME 11

MATH SKILL

Addition of 1- and 2-digit addends for sums through 20

NUMBER OF PLAYERS

2

MATERIALS



2 hexahedra dice

Game sheet 11 (duplicate 1 sheet and cut in half)

2 pencils

HOW TO PLAY

The object of the game is to correctly complete the equations.

Roll the dice to see who begins. Whoever rolls the lesser sum plays first.

Take turns rolling the dice. Find the sum of the 2 numbers you rolled, and place it in one of the boxes on your game sheet. Continue in this way until you have placed 4 numbers on your game sheet. For each turn after that, you may choose to place either the sum of the numbers rolled, or just one of the numbers rolled, in one of the boxes on your game sheet. For example, if you already filled in 4 or more boxes on your game sheet, and you roll a 5 and a 2, you may choose to put a 7, a 5, or a 2 in one of the boxes on your game sheet.

If you cannot place a number on your game sheet without making an incorrect equation, you lose that turn.

The first player to correctly complete all the equations is the winner.

VARIATION

Use 2 octahedra dice.

Challenge: Cover your dice with tape and mark off: 10, 20, 30, 40, 50, 60, 70, 80, 90
(repeat 3 numbers)

- Use the new dice and the challenge board to play 3 digit