

## Roll Two (two numbers 1-6)



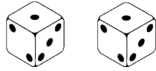
1-4 players

Ages 4+

5-10 minutes

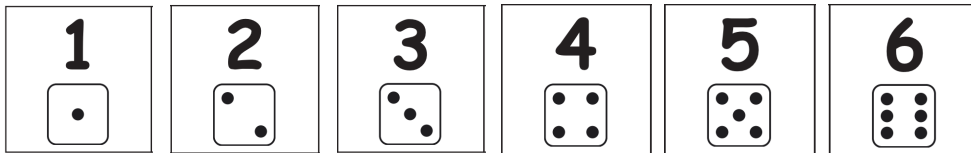
### Materials:

2 dice with 1-3 dots



*Two Numbers* cards to use:

1-6 cards



Goal of the game: children match and combine the numbers rolled on the dice to turn over all of the cards.

### Setup:

1. Shuffle cards



2. Ask children to put the cards in order from 1-6



Play:

On your turn:

Roll the dice. Turn over cards that match the number(s) rolled. For example:

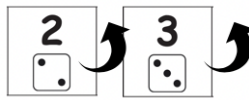
If a player rolls  and , they can turn over:

the 2 card *or* the 3 card



OR

the 2 *and* 3 cards



OR

the sum (the 5 card)



If the numbers rolled, or their sum, do not match any of the face-up cards, pass the dice to the next player. Or, keep rolling until the number(s) rolled match a card.

The game ends when players have turned over all of the cards!

Variation:

Make rolling doubles a “wild card.” When a player rolls a “wild card,” they can choose any card to turn over. See if children choose wisely! Help them choose a number card that would otherwise be hard to roll. This can also speed the game up.

What children are learning:

- Some children may count each dot on the dice, one by one, to find out the total number rolled. Other children may add the two dice numbers quickly.
- Some children might need help to count accurately – count along with them.
- Start with a small set of numbers (within 6). This helps children understand how to compose and decompose small numbers to make new numbers.