

Roll Two 1-12

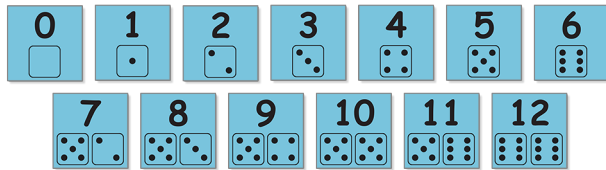
Players 1-4 Ages 5+ 5-10 min

GOAL

To match and combine the numbers rolled on the dice to the cards.

MATERIALS

1-12 or 0-12 *Count and See* cards for each player:



2 dice



VOCABULARY

Dice
Add
Subtract
Number words 1 to 12

QUESTIONS



How did you decide to turn over two number cards instead of one?
Can you tell me how you added those numbers together?
Who has more cards left to turn over?

HOW TO PLAY






1. Give each child a set of 1-12 cards in random order.
2. Ask children to put their cards in order from 1 to 12. See if they can do this independently, and support them as needed.



- Roll the dice. The player can then turn over cards that match **one** of the rolled numbers, **both** rolled numbers, **or** the **sum** of the two rolled numbers. For example:

If a player rolls  and  they can turn over the:

6 card **or** 2 card 6 card **and** 2 card 8 card (the sum)

  **OR**   **OR** 

- If the numbers rolled, or their sum, **do not match** any of the face-up cards, pass the dice to the next player.
- The game ends when all players have turned over all of their cards!

TIPS FOR PLAYING

- 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.
- Use three dice and mix and match them to turn over cards. For example, if a player rolls 2, 3, and 4: add them to turn over the 9 card, **or** turn over the 2 and $(3 + 4 = 7)$ 7 cards.
- You can also play this game with subtraction. After rolling the dice, subtract the smaller number from the bigger number. Turn over the card that represents the difference. For example, if a player rolls 6 and 2, they can subtract $6 - 2 = 4$ and turn over 4. You can also add the zero card, which provides an extra challenge because you need to roll doubles to turn it over.
- If children decide they want to play the game with subtraction, they may ask what happens when you take away a larger number from a smaller number. This would result in a negative number. We don't want to give the misconception that it's not possible to subtract a bigger number from a smaller number, so

you might say, "We can't take away 5 from 2 using the numbers we know. But that's something you'll learn about when you're older."

- In addition to the *Count and See* cards, you can play with dot cards or any other cards that you have.

WHAT CHILDREN ARE LEARNING

- Encourage children to "count on" from the larger rolled number. For example, if they roll a 6 and 2, start from 6 and count on: "6...7, 8." Counting on is a skill that helps with learning addition later on.
- Encourage players to talk about the game rules! They might decide that players can keep rolling the dice until they're able to turn over cards (instead of moving on to the next player after each roll).

MATH TOPICS

Number: Counting and Cardinality

VIDEO



Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play Roll Two 1-12.