

Roll Two 1-6

Players 1-4 Ages 4+ 5-10 min

GOAL

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

MATERIALS

1-6 *Count and See* cards for each player:



2 dice with 1-3 dots



VOCABULARY

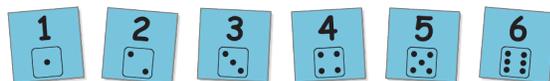
Dice
Combine numbers

QUESTIONS

How did you put the cards in order? What were you thinking about? What were you noticing?
How did you decide to combine those numbers to turn over a card?
Who has more cards left to turn over?

HOW TO PLAY

1. Give each child a set of 1-6 cards in random order.
2. Ask children to put their cards in order from 1 to 6. See if they can do this independently, and support them as needed.



3. 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:

2 card **or** 3 card 2 card **and** 3 card 5 card (the sum)

  **OR**   **OR** 

4. If the numbers rolled, or their sum, **do not match** any of the face-up cards, pass the dice to the next player.
5. 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.
- 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).
- 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

- Children are recognizing the numbers of dots on the dice and connecting the quantity of dots to the numerals on the cards.

- When children combine their dice roll, they are adding two numbers together to make a new number. To combine numbers, children may need to count each dot on both dice. Or, if they roll a 3 and a 2, they might count on from 3 and say "4, 5". Counting on means that instead of starting at 1 and counting all the way up to 5, we count on from 2 or 3.
- Children may also start to notice that some numbers are hard to roll while others come up a lot. Help them think about their game strategy, and which number cards they should turn over based on which numbers are easier to 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 1-6.