

Ten Frame Dice

Dice ranges	orange 0-5	blue 5-10	purple 10-15	green 15-20
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Dice used	orange orange	orange blue	orange purple	orange green	blue blue	blue purple	blue green	purple purple	purple green	green green
Addends ranges	0 - 5 0 - 5	0 - 5 5 - 10	0 - 5 10 - 15	0 - 5 15 - 20	5 - 10 5 - 10	5 - 10 10 - 15	5 - 10 15 - 20	10 - 15 10 - 15	10 - 15 15 - 20	15 - 20 15 - 20
Sums range	0 - 10	5 - 15	10 - 20	15 - 25	10 - 20	15 - 25	20 - 30	20 - 30	25 - 35	30 - 40

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Materials: ten frame dice, paper and pencil to keep score

Number of players: 2

Each student rolls 2 dice and determines their total. Player with the highest sum scores a point. If players roll the same sum, they both roll again and the winner of the second roll scores 2 points. Player with the most points after 10 rounds wins the game.

Note:

Choose dice that are in an appropriate range for the students who will use them. Partners do not have to use the same dice, as long as the sums they will generate are in the same range (one student could use a blue and a purple die while her partner uses an orange and a green die - both students will generate sums in the range of 15-25).