



# Reasons for playing Dice Games

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- Dice games are fun!
- Dice games are versatile as they can be played with any number of players, on the floor or table, or in the car, and with people of any age.
- Dice games are educational.
- Dice games introduce children to strategic thinking and planning.
- Dice games teach social skills such as taking turns and winning and losing gracefully.
- Dice are inexpensive because dice are cheap and readily available.
- and the list continues!.....





# What you will need for playing these games:

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For all of the dice games, you will need pencil and paper for keeping score, a shaker for the dice, and a flat surface.

Remember:

You should use a piece of felt/material to cover the playing surface to decrease the noise level during dice games.





Game 1:

# Knock Out

“Knock Out” is a very simple game, using just two dice. As soon as a child can recognise their written numbers, they can play this game.

**Skills learned:** Adding

**Dice needed:** 2

**Object of the game:** To avoid throwing certain scores and being knocked out of the game.

**Directions for play:**

1. Each player chooses a “knock out number” – either 6, 7, 8, or 9. More than one player can choose the same number.
2. Players take turns throwing both dice, once each turn. Add the number of both dice for the score.
3. If a player throws a 6, 7, or 8, they are knocked out of the game until the next round.

Decide before the game a score to be reached for a win.



## Game 2:

Beat That!

This is a good game for introducing children to the fun of dice games, this easy-to-learn game is one that is very popular.

**Skills learned:** Number recognition, place value, and strategic thinking.

**Dice needed:** 2 for younger players and 7 for older players

**Directions for play:** Each player takes a turn rolling the dice and placing them in order to make the highest number possible. For example, if a player throws a two and a three, they have 23. A player who throws a six and a four would win the round as they have the higher number. After each throw, a player challenges the next player, "Beat that!"

Play this game in rounds, assigning a winner to each round.



# Variations:

Try making the smallest number possible.

Use three dice for play.

Instead of playing in rounds, set a score, such as 500, players must reach to win the game.

A red die with white pips is the central focus, resting on a colorful board game. The board features a green field with sheep, a brick path, and circular tiles with numbers. In the background, there are blue, yellow, and red game pieces. The text "Game 3: Add That!" is overlaid in white on the die.

# Game 3: Add That!

# **Skill learned:** Adding

## **Dice needed:** 3

### **Directions for play:**

Roll the dice and keep the highest.

Roll the remaining dice and again set aside the highest.

Roll the last die and add up the total.

Write down the score.

If a player rolls the highest total for a round, they win the round. Keep score and the player who wins the most turns wins the game.



Game 4:

Run For It!



**Skills learned:** Recognizing numbers and sequences, early strategic thinking, and counting by in five

**Dice needed:** 6

**Directions for play:**

Each player takes a turn rolling the dice and looking for runs starting with (1-2, 1-2-3, and so on).

Each dice part of the run scores five points. A player can only have one run in each roll. The first who reaches 100 points is the winner.



# Example:

Player 1:

Player throws **six dice** and gets the numbers 1, 4, 2, 1, 3, and 2.  
The following sequences can be scored:

1, 2 (10 points)

OR

1, 2, 3, 4 (20 points).

So, the hand is worth 30 points.

Player 2:

Player 2 throws **six dice** and gets the numbers 1, 4, 6, 6, 3, 3. **No**  
**sequences** can be formed, so **no score is recorded.**

Two white dice with black pips are positioned behind the text. One die is slightly behind and to the left of the other, showing different faces. The background is a solid light pink color.

# Game 5:

Stuck in the Mud!

The fun of this dice game is the unpredictability. Some turns end immediately, and some seem to go on forever.

Players can only score on a roll which **does not include the numbers 2 and 5**. Any dice, which show a 2 or a 5, become "Stuck in the mud!"

**Skills learned:** Addition – mental and scoring

**Dice needed:** 5

**Object of the game:** To achieve the highest score

# Directions for play:

- 1.The first player rolls all five dice. If any 2s or 5s are rolled, no points are scored for this throw. If no 2s or 5s are rolled, add up the total of the dice and write it down.
- 2.The player sets aside any 2s and 5s and throws the remaining dice. Again, if any 2s or 5s are thrown, no points are scored. If there are no 2s or 5s, add the total to the previous score.
- 3.Continue in this way until all the dice are “Stuck in the Mud.” After the score is totalled, play passes to the next player.



A vibrant, colorful board game background. In the center, a red die with pips is prominently displayed. To its left is a blue game piece, and to its right is a red game piece. In the background, a yellow game piece is visible. The board features various elements: a green field with yellow sheep, a brown brick wall with a window, and circular tiles with numbers 7, 8, 9, and 10. The overall scene is bright and playful, suggesting a family game night.

# Game 6:

Three or More!



**Skill learned:** Adding

**Dice needed:** 5

**Object of the game:** To get the highest score

**Directions for play:**

Players take turns rolling all five dice and scoring for three-of-a-kind or better. If a player only has two-of-a-kind, they may re-throw the remaining dice in an attempt to improve the matching dice values. If no matching numbers are rolled, a player scores 0.

**Scoring:**

- 3-of-a-kind: 3 points
- 4-of-a-kind: 6 points
- 5-of-a-kind: 12 points

Set the number of rounds for the game and the player with the highest total score at the end of a game is the winner.



Game 7:

Round the Clock!



This easy game works well for young children as soon as they can recognise the number of spots on dice and count to twelve.

**Skill learned:** Addition

**Dice needed:** 2

**Object of the game:** To be the first player to throw all the numbers from 1 to 12 in order

**Directions for play:**



1. Choose the first player with a dice throw; the player with the lowest total going first.
2. The first player throws both dice, hoping to throw a 1. Players then take turns (in a clockwise direction) trying to throw a 1.
3. On the next round, those players who threw a 1 will try to throw a 2. Any player who did not throw a 1 in the first round will try again this round. Players can do so by throwing a 2 or two 1s.
4. Play continues round-by-round with players trying to throw all the numbers from 1 to 12 **in sequence**. Players may count the spots on just one die or on both dice added together. For example, throwing a 3 and a 6 could be counted as 3, 6, or 9.
5. The first player to go “Round the Clock” – throw all the numbers from 1 to 12 in order – wins the game!

## Directions for play:

# DICE GAMES

## Now, your turn!

### EYFS

Create your own dice game to play with another player.  
Write down the instructions clearly. Ask an adult to help you.

### KS1

Create your own dice game.  
Write down the instructions clearly. Ask an adult to help you.

### KS2

Create a dice game to play with your class friends.  
Ensure you write the directions for play and add any variations to make the game more interesting.

