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Dice Games - for all these games you need dice, pen and paper. If you don't have dice then be creative in what you could use to represent the 6 numbers e.g. 6 different coloured Lego bricks and you pick them out of a bag.

<p style="text-align: center;"><b>Game 1: Last one standing.</b></p> <p>The game is played with two dice. To start each player rolls the one dice to find out how many lives they have. Next take it in turns to roll the dice, the person who rolls the lowest number each round loses a life. You keep going until the winner is the player left standing after all players have rolled their dice and lost their lives.</p> <p>Adaptations: You could adapt it to be the highest dice wins, play in teams of 2 or 3 and the highest total of the dice wins.</p>	<p style="text-align: center;"><b>Game 2: Three Dice Totals</b></p> <p>Each player is given three dice. The dice will be rolled three times, with the highest number set aside each time. At the end of the player's turn, the three numbers must be added up to give the final figure. Each player takes a turn until they have three numbers each. The winner with the highest overall number will be declared the winner.</p> <p>Adaptations: Add the numbers together Use a mix of number operations Increase the number of dice</p>
<p style="text-align: center;"><b>Game 3: Climb It!</b></p> <p>Draw a mountain on a piece of paper with a series of different tracks drawn on it leading from base camp to the summit. Each track has 6 stopping points, the lowest stopping point is labelled 1 ...the highest 6. All players start at basecamp. In order to get to stop 1 then you must roll a 1, and then to get to stop 2 you must roll a 2 and so on. You have to stop at each point and roll the right number in the right order! The winner is the first person that is able to climb the mountain with a number of successful dice rolls.</p> <p>Adaptations: Have more stopping points and use 2 dice Have the same stopping points but use 2 dice to get totals or differences</p>	<p style="text-align: center;"><b>Game 4: Race to 100</b></p> <p>Each player rolls the dice six times and writes down the sequence of numbers. To score you need to get a sequence of numbers, every number in the sequence is worth 5 points. See example below Player 1 rolls 1, 2, 3, 5, 4, 2 – the sequence of 1, 2, and 3 and scores 15 points. Player 2 rolls 5, 5, 4, 5, 3, 1 – the only sequence here is 4, 5 so scores 10 points. Player 3 rolls 1, 5, 3, 6, 2, 6 – no sequence anywhere so no points.</p> <p>The winner of the game is the first person to reach 100 points.</p> <p>Adaptations: You could start with 100 and aim for 0. You could set a smaller target You could change the value from 5 points to 2 points or up it to 10 points.</p>