

Card and Dice Games - Year 1

Don't Roll a 6!

Number of players - 2+

Resources needed - 0-6 dice



In its most simple form, you roll one die again and again, adding up the total. When a player rolls a 6 the game stops and all players find their total. The player with the highest score wins.

Scores can easily be recorded as tallies and children can count in 5s and 1s to find their total. Alternatively scores can be recorded as a number sentence $5+3+4+1=$

Quickfire Number Bonds

Number of players - 3

Resources needed - 0-9 dice

This is a great game for children to practise quick recall of number bonds. Player 1 rolls a die. Players 2 and 3 should look at the number on the die and try to be the first one to shout out the number bond to 10. Player 1 awards a point to the first player to say the correct answer. If the answer is said at the same time, both players are awarded a point.

You can also play this game with number bonds to 20.

Closest to 99

Number of players - 2+

Resources needed - 0-6 dice

The aim of the game is to get a total as close to 99 as possible. Each player takes it in turns and rolls a die 6 times. On each roll they can choose whether they want the number to be counted as a tens or a ones number before adding it to the total.



As well as addition, this is also a great game for estimation and place value.

This game can also be easily adapted for subtraction. Each player must start at 99 and subtract tens or ones numbers. The closest to 0 wins.

Closest to 66

Number of players - 2+

Resources needed - 0-6 dice

The aim of the game is to get a total as close to 66 as possible. Each player takes it in turns and rolls a die 6 times. On each roll they can choose to keep or bin the number. If they keep the number they can decide whether to make it a tens or a ones number. Each player adds up their numbers and the closest to 66 wins.

This game can also be easily adapted for subtraction. Each player must start with 66. Again, they take it turns to roll the die 6 times choosing to keep or bin the number. Subtract the chosen tens or ones number and the player with the closest score to 0 wins.

Something about 20

Number of players - 2+

Resources needed - a pack of cards

You do not need face cards for this game. Ace = 1 and face card = 0. The aim of the game is to get a total as close to 20 as possible. Put the cards face down on the table and mix them up. Each player chooses 4 cards. They should add up the numbers on their cards and whoever gets the closest total to 20 is the winner.

This game can easily be adapted for subtraction. Each player starts with 20. They pick 4 cards and subtract each number

from 20. The player with the answer closest to 0 is the winner.

I'm the greatest!

The object of the game is to win points by forming the largest sum.

Remove tens and face cards from the deck. If you have jokers, add them into the deck. Jokers will equal zero.

Shuffle the cards. Give each player 4 cards. Players have exactly one minute to make a 2-digit plus 2-digit addition problem using the numbers on their four cards. Players should experiment and double check their work to ensure they have the largest sum possible. The player with the greatest sum wins the round and one point. The first player to earn 10 points wins the game.

This could also be played for subtraction where players must use their 4 cards to create a number sentence with the lowest answer possible.

Or it could be played with 3 cards, 2 1 digit numbers and 1 2 digit number if using 4 cards is too many.

6 card trick

Player 1 chooses 6 cards from the pack. He secretly adds 2 of those cards together then says 'I spy with my little eye 2 cards that add up to ____'. Player 2 then has 2 chances to find the 2 cards they think player 1 has added together.

Toss them again

Player 1 throws 3 dice, chooses the biggest number, rolls the other 2 again, chooses the biggest number, rolls the last dice again. Player 1 then adds up the total of their 3 dice and records their answer. Player 2 then has a turn. Player with the largest total wins the point. First player to get 3 points wins.

Addition war

Split pack of cards in half player 1 has half and player 2 has half. Both players put 2 cards down side by side, the first one to mentally add them up correctly wins the cards. Play for as long as you wish, the player with the biggest pack of cards at the end is the winner.

Tug of war

Place a number line to 20 on the table with a counter on number 10. Player 1 is going forwards and is trying to get to 20. Player 2 is going backwards and is trying to get to 0. Player 1 rolls the dice and moves that many forwards. Player 2 then rolls and moves the counter that number backwards. The first player to reach their number wins.