Dice and Card Games – Year 5

The Remainder Game

Number of players – 2 or 3

Resources needed – 0-6 dice, paper, pencil

This is a good activity to work on speeding up your division skills and recognising remainders.

Write 10 or 12 numbers onto a piece of paper – make them a mixture of PRIME numbers (11, 17, 19 are good for a discussion) and regular numbers (12, 24…a discussion on how many numbers divide into these).

If you roll a 1, roll again.

Select one of the numbers on the paper – put a circle around it to indicate that it is yours (your opponent can put a square around their choices).

Whatever number your pick, divide it by the number you roll. For example, I pick a 17 and roll a 4. 17 ÷ 3 = 5 remainder 2. So, I score 2 points.

Take it in turns to have a go. Whoever has the highest score at the end, wins.

The ‘Beat the Leader’ Game

Number of players – the more the better

Resources needed – 0-6 dice

Everybody stands up.

Pick one person to be the leader.

The leader rolls a dice. Announce your score to the rest.

The rest roll their dice. If they EQUAL or beat the leader’s score, they stay standing. If they score less than the leader, they sit down. The winner is the last person standing – they become the NEW leader.

The Target Number Game

Number of players – the more the better

Resources needed – 0-6 dice, paper, pencil

Between the players, pick a target number. For example, 20 (the size of the number, depends on the adding abilities of the players. Not too high, otherwise you will be there all day ! ).

Take it in turns to roll a dice.

Add up your score along the way.

Whoever EXACTLY LANDS ON the target number, wins. If you go past the target number, guess what ? You need to start from zero !

The Sequence Number Game

Number of players – 1+

Resources needed – 0-6 dice, paper, pencil

This game is all about equalling or beating your last throw. Also, it is about making the LONGEST SEQUENCE of throws.

For example, if you roll a 1, this is the first number in your sequence. Your next roll needs to equal or be higher than a 1. Let’s say you roll a 4. Because you beat your last roll, the sequence continues and it is now up to two. It looks like this so far:-

1, 4

Your next roll is a 2 – lower than your last roll. This means your sequence has ended on three goes because you threw a number lower than your last roll. It would look like this:-

1, 4, 3

Start again.

This time, you roll a 2, followed by a 3, followed by a 3, followed by a 6, followed by a 1. Your sequence is now over and looks like this:-

2, 3, 3, 6, 1 This is a sequence of five goes. Whoever makes the longest sequence, wins.

The best start is to throw a 1, but some of the class threw a 6 first and then kept on rolling 6s, thus keeping the sequence going.

First Connect Three Number Game

Number of players – 2+

Resources needed – 0-6 dice, score card, pencil, counters

In this game, the winner is the first to complete a row of three, either horizontally, vertically or diagonally.

Roll the dice, place each dice in one of the squares and decide whether you want to add or subtract to produce a total shown on the board. Your total will then be covered with a counter.

You cannot cover a number which has already been covered.
If you are unable to find a total which has not been covered, you must ‘pass’.

Dicey Operations Number Game

Number of players – 2+

Resources needed – 0-6 dice, 9-square grid, pencil

**Game 1**

Each of you draw an addition grid like this:



Throw the dice nine times each until all the cells are full.

**Whoever has the sum closest to 1000 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10, wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 1000 after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult.

**Game 2**

Each of you draw a subtraction grid like this:



Throw the dice eight times each until all the cells are full.

**Whoever has the difference closest to 1000 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10 wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 1000 after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult, perhaps including negative numbers as your target.

**Game 3**

Each of you draw a multiplication grid like this:



Throw the dice four times each until all the cells are full.

**Whoever has the product closest to 1000 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10 wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 1000 after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult.

**Game 4**

Each of you draw a multiplication grid like this:



Throw the dice five times each until all the cells are full.
 **Whoever has the product closest to 10000 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10 wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 10000 after each round. First to 10000 loses.

You can vary the target to make it easier or more difficult.

You could introduce a decimal point. The decimal point could take up one of the cells so the dice would only need to be thrown four times by each player. You will need to decide on an appropriate target.

**Game 5**



Each of you draw a division grid like this:

Throw the dice five times each until all the cells are full.

**Whoever has the answer closest to 1000 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10 wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 1000 after each round. First to 5000 loses.

You can vary the target to make it easier or more difficult.

**Game 6**

Each of you draw a division grid like this:



Throw the dice six times each until all the cells are full.

**Whoever has the answer closest to 100 wins.**

There are two possible scoring systems:

* A point for a win. The first person to reach 10 wins the game.
* Each player keeps a running total of their "penalty points", the difference between their result and 100 after each round. First to 500 loses.

You can vary the target to make it easier or more difficult.

Card Games

The 21 Game

Number of players – 2+

Resources needed – cards, paper, pencil

The object of the game is to collect cards which add up to 21.

The royal cards are each worth 10; the Ace is worth 1 or 11.

Deal out 2 cards each. Add up your score. If you want to get closer to 21, take a risk and ask for another card. Decide if you want to take another card to get even closer to 21 or ‘stick’.

The winner is the person who gets closest to 21 or ‘hits’ 21.

Sevens Game

Number of players – 2+

Resources needed – cards

The object of the game is to collect cards Ace to 7 in any suit.

Deal 7 cards each. Put the rest of the pack, face down, in the middle of your table – players need to take cards from this pack.

Fan out your cards so that you can see all 7 cards.

The first player picks a card from the central pack. If it is a card which they need (Ace, 2,3,4,5,6,7), put it with your other cards, but you need to put a card onto the central pack which you do not need (8,9,10, Jack, Queen, King).

You MUST be holding 7 cards all the time.

Take turns to do the above.

The first person to collect Ace, 2,3,4,5,6,7 wins.

Top Tip: if you pick a ‘good’ card from the central pack but you have that same card already, hold onto it because the next player may need it and if you put it down, they will pick it up.

50 Game

Number of players – 2+

Resources needed – cards

The object of the game is to add your cards up to 50 points.

Deal 1 card each.

Deal a second card – add your total (Ace = 1, Jack = 11, Queen = 12, King = 13)

Deal a third card – add your total.

Deal a fourth and fifth card – add your total.

Whoever is closest to 50, wins (you might be over 50, but still closer than your opponents ! )