

Cross It Out

Players: 2

Material:

- Film Container of any kind
- Pair of dice
- "Cross It Out" reproducible

Directions:

1. Place the dice in the film container and shake to see who gets the first turn. The person with the highest total gets to go first. Give both players a copy of the reproducible.
2. The first player rolls the dice, and decides how he wants to cross off the numbers rolled. For example, if the dice rolled are 6 and 2, he could cross out the actual numbers (6 and 2), cross out 8 (the sum of the numbers), or cross out 4 (the result of subtracting the numbers). The only way he can cross off 0 is if he throws a double: $4-4=0$. Remind the children that they can cross off only one of these choices.
3. Once the child crosses off a number on his sheet, he cannot use it again. Sometimes the rolled dice will not produce any new numbers to cross off.
4. The child who crosses off all the numbers first is the winner.

Consider This:

- a. You can also specify a certain number of rolls. Then the children add up the numbers that are not crossed off their sheets, and the one with the smaller number wins the game.
- b. To accommodate lower grade levels, use only 1 die.

Cross It Out

Player _____

1 7
2 8
3 9
4 10
5 11
6 12

Cross It Out

Player _____

1 7
2 8
3 9
4 10
5 11
6 12

Cross It Out

Player _____

1 7
2 8
3 9
4 10
5 11
6 12