

What's Your Number?

Roll 3 dice. Record the 3 digits. Make 6 different numbers using the 3 digits. Order the 6 numbers from least to greatest.

Make 24

In this game, two players work together to try to use all the cards. Players use one deck of cards, and put out 9 cards face up in a three by three fashion. Players take turns "making ten". Replenish the cards when tens can no longer be made. Continue the game until no more tens can be made.

Race to Zero

Your goal is to get exactly zero! You each start with 999 points. In pairs or trios, each person takes a turn to roll 1, 2, or 3 dice. That person then subtracts his or her number (arranged in any order) from the remaining points. Opponents should verify each person's new total. First person to zero wins.

Target Number

This game can be played in pairs, small groups, or whole class, in either a competitive or collaborative setting. Flip over five cards and arrange them in a row. Flip over one more card and place it above the row. Using all five cards exactly once, your task is to make the target number (the sixth flipped card). Use any mathematics you know to help you. Decide if you want to find another way to make that number or deal out six new cards and play again.