Let's Roll

Strands:

Number & Quantity	X
Algebra	
Functions	
Geometry	
Statistics & Probability	

Roll dice then rearrange the numbers to create a number as close as possible to the target.

Object of the Game: Understand the role of place value in multi-digit numbers. Practice multi-digit subtraction and addition.

To Start:

The youngest player starts the game. Roll the four large dice and place them in any order you choose to form a 4-digit number. This number is called the Ideal Number.

Playing the Game:

1. Roll your four dice and use the numbers to create a number as close to the ideal number as possible.
2. Find the difference between the Ideal Number and your number. Record the difference.
3. Play moves to the left. Play continues until every player has had a chance to roll the ideal number.
4. Once all players have rolled an Ideal Number and all rounds are played, players add up their differences from each round.

To Win: The player with the lowest combined differences is the winner.

Think About It:

- When the target number has a first digit of 1 or 6, there tends to be the biggest difference between players' numbers and the Ideal Number. Why do you think this is the case?

Materials Needed:

- Dice, 4 per person
- 4 large dice

Where:

Outside	
Inside	X
On-line	
On-site	

Variations:

Winning Big: First place goes to the player with the lowest combined differences and second place goes to the player with the largest combined differences.

Rolling Negative: Always subtract your number from the target number. This allows for negative numbers. (Seventh and eighth grade)

Order the Numbers: Instead of finding the difference between a player's roll and the ideal number, players list everyone's number in order from highest to lowest. (First and second grade)

Mini Let's Roll: Use two dice instead of four. (Grades second and third).

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