Integer Cover-up



Numeracy Development Projects

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Integer Cover-up

You Need:

Three dice labelled ⁺3, ⁺2, ⁺1, ⁻1, ⁻2, ⁻3, a playing board for each player, and counters

Rules:

Players take turns to:

- Roll all three dice at once.
- Discard one of the numbers thrown.
- Add the other two numbers.
- Cover an oval on their board that contains the answer.

If all spaces holding that answer are filled the player misses that turn. The first player to cover all of the ovals on their board is the winner.

Variations

Play a similar game with two dice labelled *3, *2, *1, -1, -2, -3, and one labelled +, +, +, -, -, -, -. The number dice are rolled and a first number and a second number are chosen (either way around). The add/subtract dice is rolled to select which operation is performed. For example, +3 and -2 are rolled then -. The player chooses *3 - -2 = *5, and covers that number (using the same board). The first player who covers all their numbers wins.

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