

## Ice Cream Dice Game

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If you use this game with your children or students, I'd love to see a photo of them in action! Please consider sharing it on Gift of Curiosity's Facebook page: [www.facebook.com/GiftOfCuriosity](http://www.facebook.com/GiftOfCuriosity)

Happy learning,  
*Katie*



## Directions for version 1 (with numbers 1-6)

Materials needed:

- One dice
- 12 small objects to use as place markers (e.g., coins, rocks, buttons)

Directions for cooperative game:

Print out and laminate the game board. Players take turns rolling the dice, determining which number was rolled, and then using a small object to cover a number representing the total. If the number indicated on the dice has already been covered, the next player rolls the dice and the game continues. Once all numbers are covered, the game is over.

Directions for competitive game:

Print out and laminate the game board. Divy up the place markers so each player has a different type of marker (e.g., red buttons vs. blue buttons, pennies vs. nickels). Each player should start with at least 10 place markers. Players take turns rolling the dice, determining the number that was rolled, and then using a small object to cover that number on the game board. If the number rolled has already been covered, that player's turn is over and the next player rolls the dice to continue the game. Once all numbers are covered, the game is over. The player with the most markers on the board wins!





## Directions for version 2 (with numbers 2-12)

Materials needed:

- Two dice
- 16 small objects to use as place markers (e.g., coins, rocks, buttons)

Directions for cooperative game:

Print out and laminate the game board. Players take turns rolling two dice, adding the numbers on them, and then using a small object to cover a number representing the total. If the dice sum to a number that has already been covered, the next player rolls the dice and the game continues. Once all numbers are covered, the game is over.

Directions for competitive game:

Print out and laminate the game board. Divvy up the place markers so each player has a different type of marker (e.g., red buttons vs. blue buttons, pennies vs. nickels). Each player should start with at least 12 place markers. Players take turns rolling two dice, adding the numbers on them, and then using a small object to cover a number representing the total. If the dice sum to a number that has already been covered, that player's turn is over and the next player rolls the dice to continue the game. Once all numbers are covered, the game is over. The player with the most markers on the board wins!





