



Name _____ Class _____ Date _____

1 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 1's are in that number. You may then move that many more spaces. For example, if you land on 5, you may go 5 more spaces. First to the end wins.

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

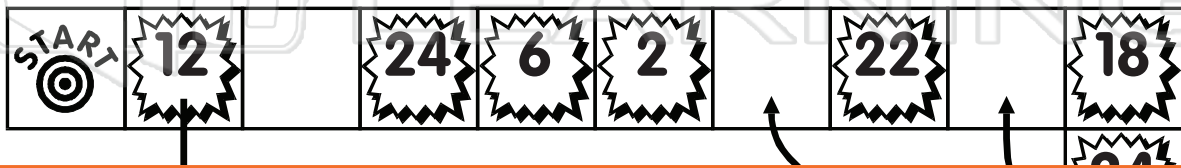


Name _____ Class _____ Date _____

2 x Tables

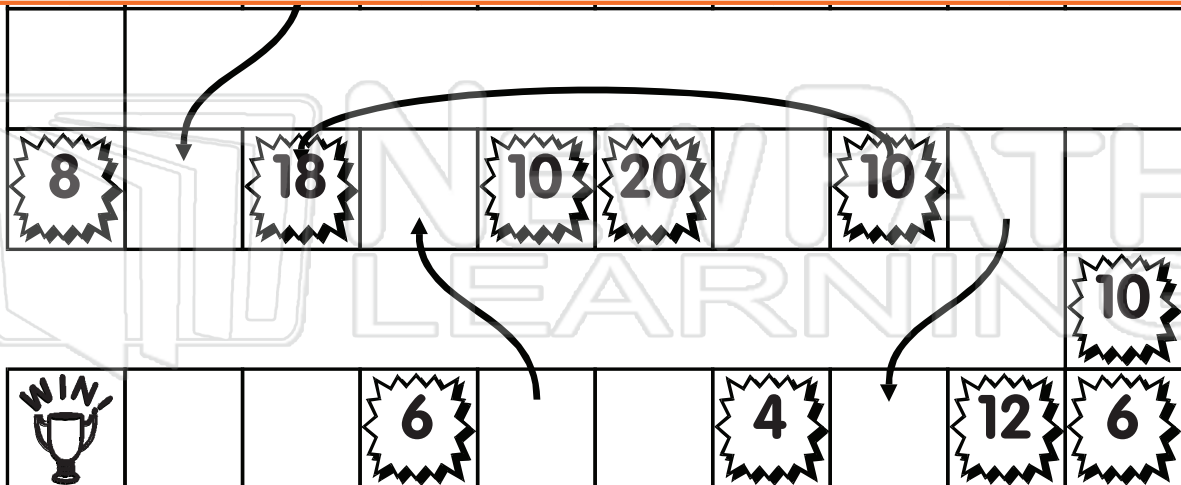
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 2's are in that number. You may then move that many more spaces. For example, if you land on 10, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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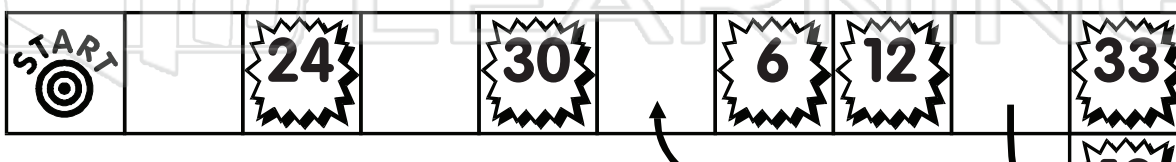


Name _____ Class _____ Date _____

3 x Tables

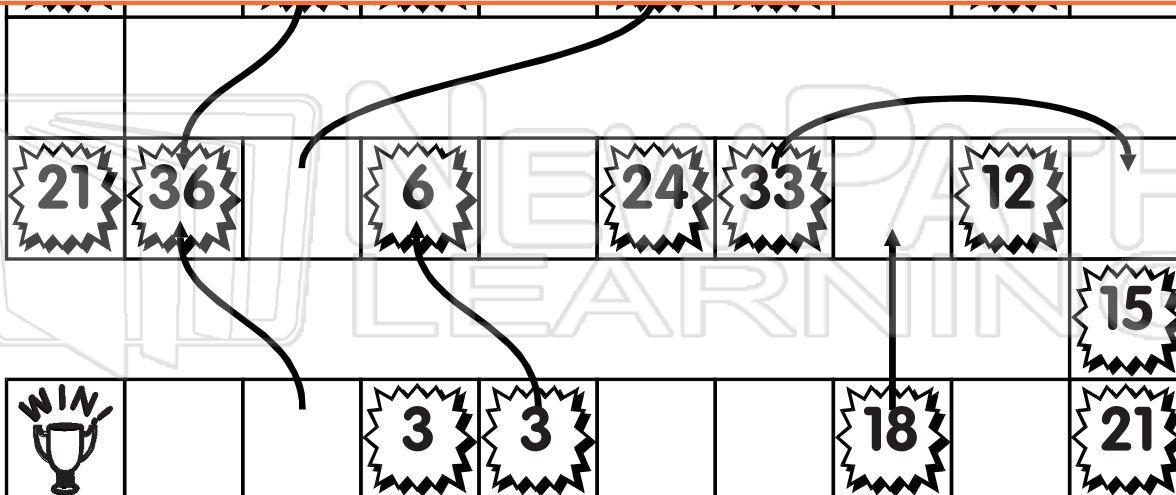
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 3's are in that number. You may then move that many more spaces. For example, if you land on 15, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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Name _____ Class _____ Date _____

4 x Tables

Dice Games


Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 4's are in that number. You may then move that many more spaces. For example, if you land on 20, you may go 5 more spaces. First to the end wins.

		8		20		28		12	40
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44									
24		44	8		12		36	48	28
				16	8		24	12	20



Name _____ Class _____ Date _____

5 x Tables

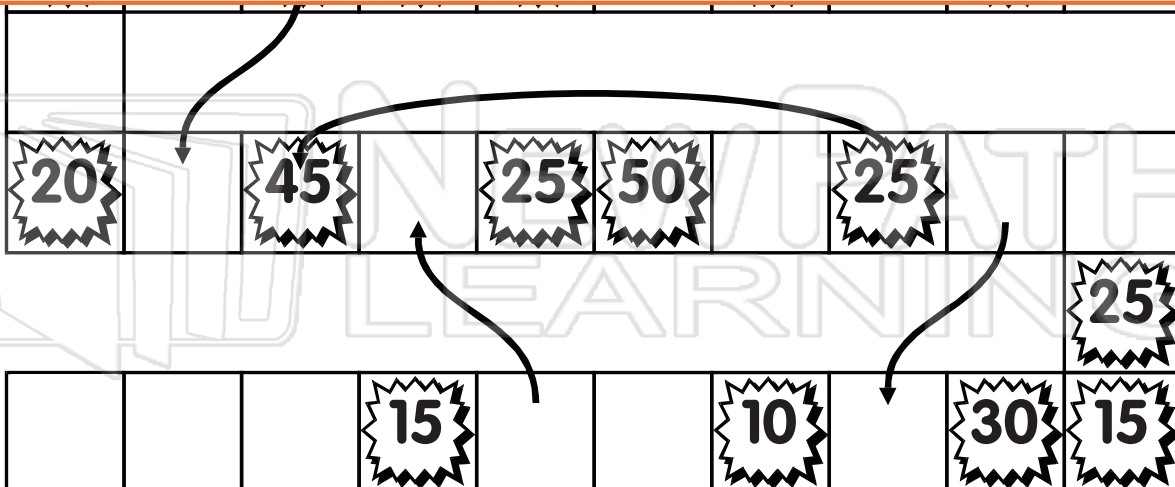
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 5's are in that number. You may then move that many more spaces. For example, if you land on 25, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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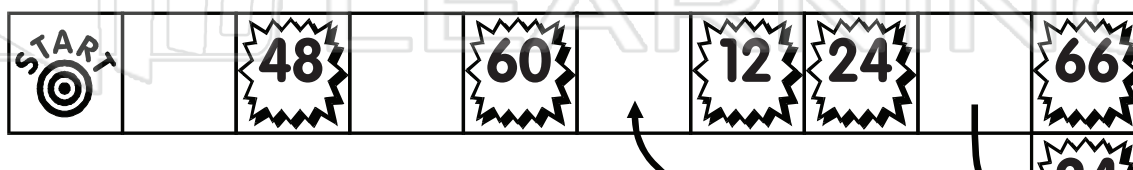


Name _____ Class _____ Date _____

6 x Tables

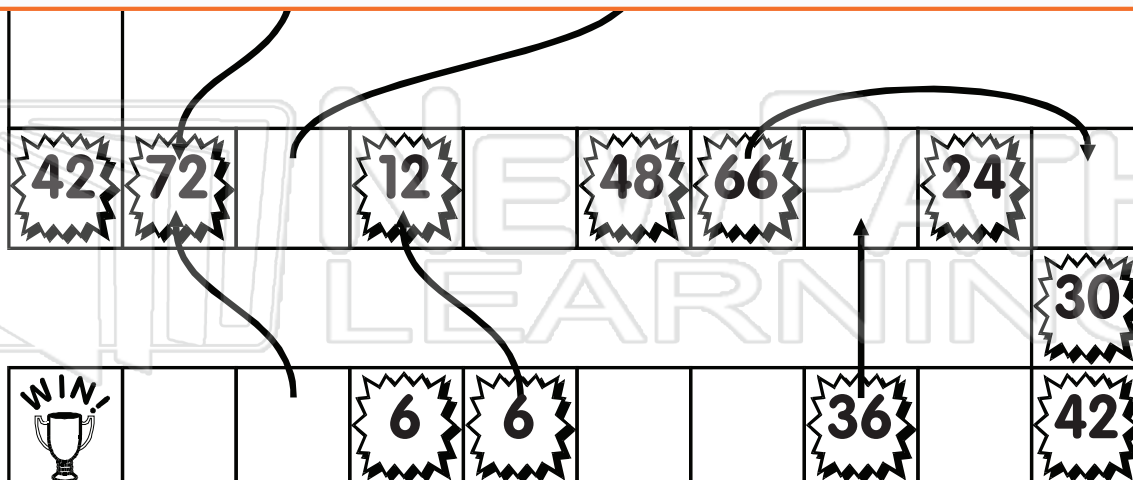
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 6's are in that number. You may then move that many more spaces. For example, if you land on 30, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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Name _____ Class _____ Date _____

7 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 7's are in that number. You may then move that many more spaces. For example, if you land on 35, you may go 5 more spaces. First to the end wins.

		14		35		49		21	70
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77									
42	77	14		21		63	84	49	
				28	14		42	21	35

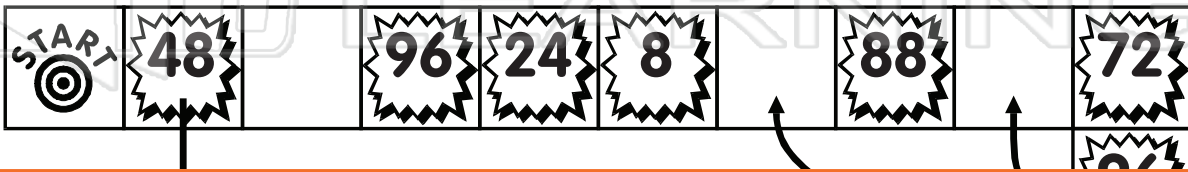


Name _____ Class _____ Date _____

8 x Tables

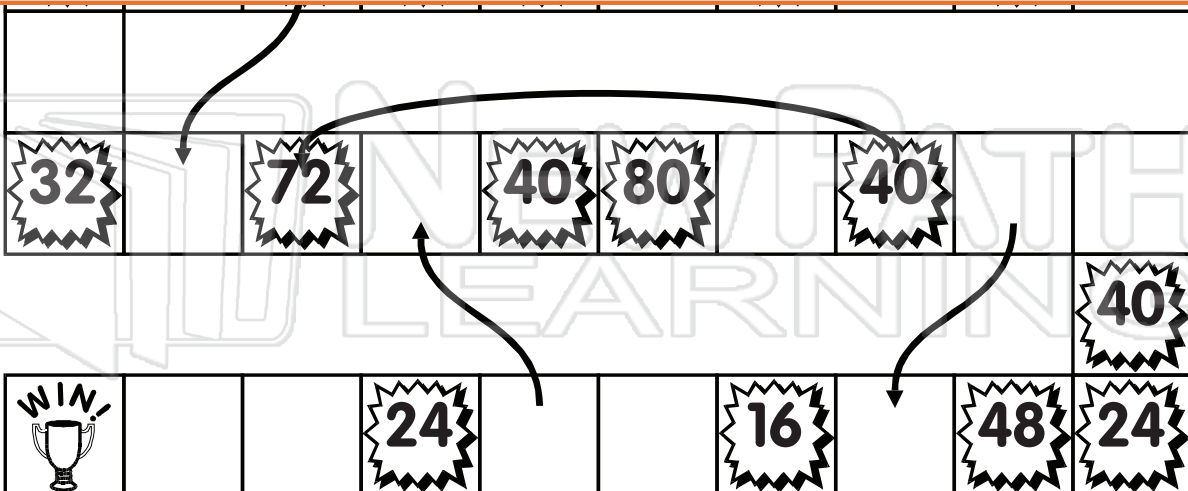
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 8's are in that number. You may then move that many more spaces. For example, if you land on 40, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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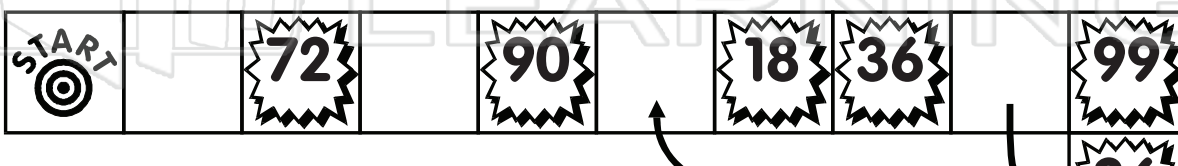


Name _____ Class _____ Date _____

9 x Tables

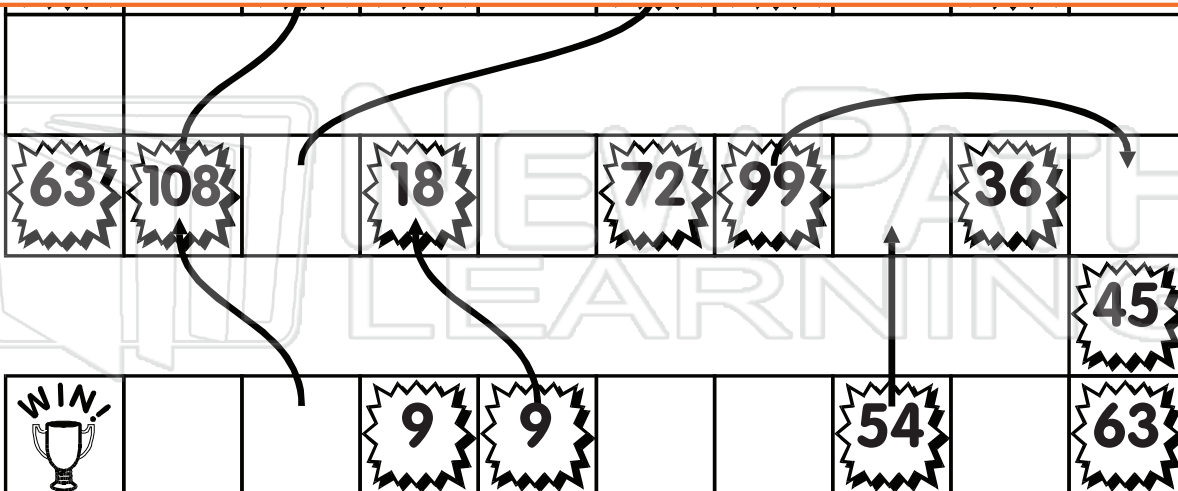
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 9's are in that number. You may then move that many more spaces. For example, if you land on 45, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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Name _____ Class _____ Date _____

10 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 10's are in that number. You may then move that many more spaces. For example, if you land on 50, you may go 5 more spaces. First to the end wins.

		20		50		70		30	100
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110									
60	110	20	30	90	120	70			
			40	20	60	30	50		

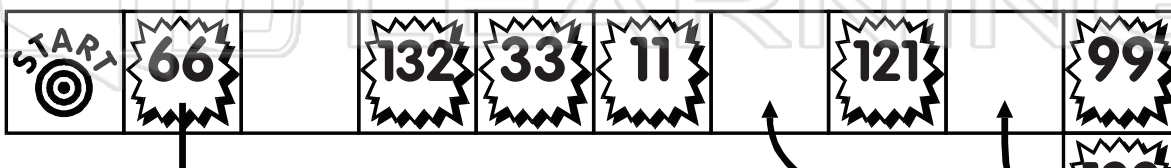


Name _____ Class _____ Date _____

11 x Tables

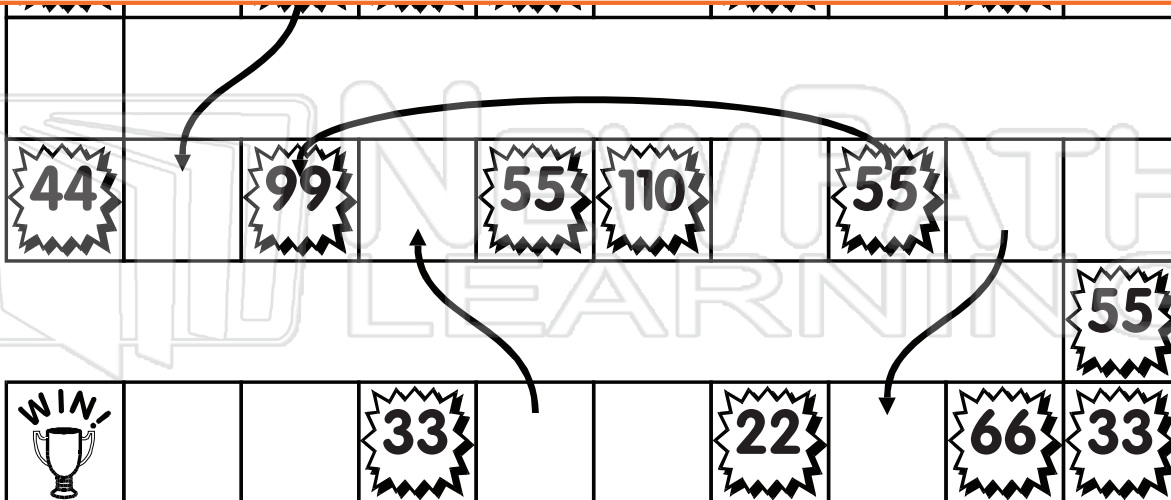
Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 11's are in that number. You may then move that many more spaces. For example, if you land on 55, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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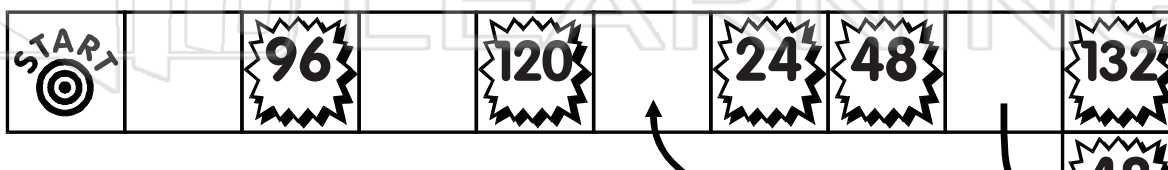


Name _____ Class _____ Date _____

12 x Tables

Dice Games

Each player has a different colored counter. Roll the dice. If you land on an empty space, stay there until your next roll. If you land on a space with a number, work out how many 12's are in that number. You may then move that many more spaces. For example, if you land on 60, you may go 5 more spaces, then follow any arrows you land on. First to the end wins.



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