

# Mathemagic!

# Volume 2

Beaconsfield Upper Primary School

## Balloons game

become a member of <https://www.activityvillage.co.uk/balloons-dice-game>

There are a number of ways to play this game. Print out a stack of our Balloons printable sheets below (you can use the economy setting on your printer) and choose the most appropriate variation for your child.

### Equipment:

One die  
Printable sheet  
Colouring pencils

### Variation 1

Roll the die. Colour a balloon of the correct number. There are no winners or losers - just aim for a colourful picture! Try to have coloured at least one balloon of each number before stopping the game.

### Variation 2

A competitive game! The first child to colour in a bunch of three balloons with the same number wins.

### Variation 3

Play until one player has three full bunches of balloons coloured in (or for a specified time). This player is not necessarily the winner! Total up your score by adding the numbers on the coloured balloons. The winner has the highest score.

### Variation 4

As Variation 3 above, but in this game if you already have a bunch of three balloons coloured in and throw the same number again, you must pop one of those balloons by crossing it out! That balloon no longer counts towards the final score.



### Special points of interest:

Opposite faces of traditional dice total to seven (1-6, 2-5, 3-4).

But did you also know that there are two ways that the spots can be arranged on the cubes, so that you have right and left handed dice. One arrangement is the mirror image of the other.

All Western dice are now made with the same handedness; if you place a die on the table with the one spot face up and turn it until the two spot is toward your left, the three will be to the right.

There are 6 ways out of 36 possible results when rolling 2 dice of rolling a 7.

Website: <http://www.gamequarium.com/math.htm>

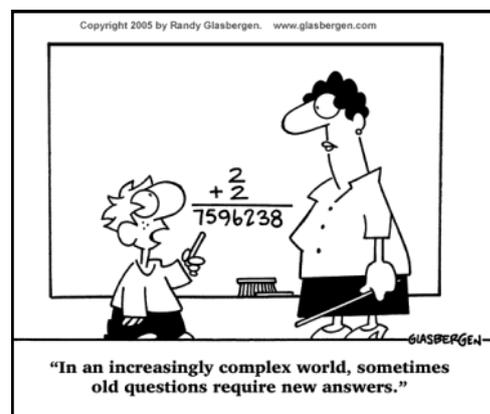
## Build a tower

1 die / Lego and Game Board (below)

Roll the dice and build a lego tower with the number of blocks matching the dice, place tower on board.

Winner is the player to have a tower on each number.

1      2      3      4      5      6



"In an increasingly complex world, sometimes old questions require new answers."



## Three of a Kind

### Skills:

Addition (scoring)

### Equipment:

5 dice

Paper and pencil to score

### How to play

The object of the game is to get 3 or more of a kind. The more that you get, the more you score. The player with the highest score after a fixed number of rounds (5 works well) is the winner.

Roll the dice. You must have 2 of a kind to continue playing. If you don't, write "0" for your score for this round and pass the dice to the next player.

If you rolled 3, 4 or 5 of a kind on that first roll, score as below:

3 of a kind = 3 points

4 of a kind = 6 points

5 of a kind = 12 points

If you rolled only 2 of a kind, you have one more turn to improve your score. Put those 2 dice aside and roll the others again. If you succeed, score as above. If you don't, you get no score this turn!

## Chicago

**Number of Players:** 2-6

**Players Aged :** 6 +

**Equipment:** 2 Dice and paper to score on.

To Play: There are eleven rounds numbered 2 -12. In each round the player tries to roll and score the number of the round, the numbers being the combinations possible with 2 dice.

If a player throws the correct number for that round they score 1 point. If they throw any other number they don't score. The highest total after 11 rounds wins the game.

## Pig

**Number of Players:** 2 +

**Players Aged:** 6 +

**Equipment:** 2 dice and paper to score on.

To Play: The players take turns to roll both dice, they can roll as many times as they want in one turn.

A player scores the sum of the two dice thrown and gradually reaches a higher score as they continue to roll.

If a single number 1 is thrown on either die, the score for that whole turn is lost. However a double 1 counts as 25.

The first player to 100 wins unless a player scores more subsequently in the same round.

This means that everyone in the game must have the same number of turns.