

**box cars  
and  
one-eyed jacks<sup>®</sup>**

Presents

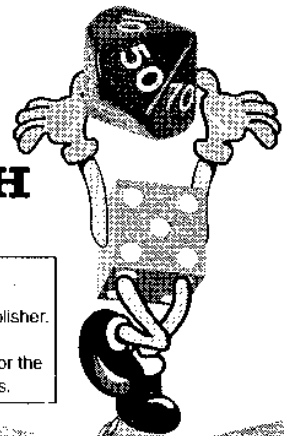
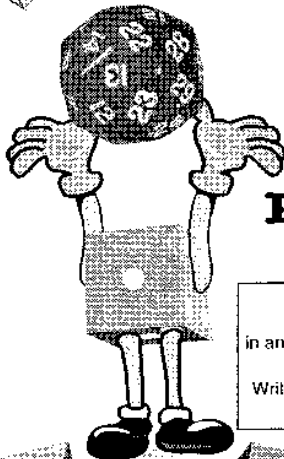
**What's your  
Game  
Plan?**

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ASCD National Conference  
San Antonio Texas March 2010  
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Game # \_\_\_\_\_

\_\_\_\_\_

Skills: \_\_\_\_\_

Players: \_\_\_\_\_

Equipment: \_\_\_\_\_

Rules:

# HORSE RACE

4 LEVELS  
OF  
PLAY

2 DICERS  
2 PLAY



This is a game for two Dicers to play at one time. Players use one tray divided so that each player uses only their half.

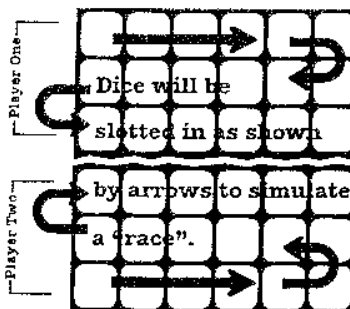
## TO BEGIN

Each Dicer chooses eighteen dice of their own colour and these are removed from the tray.

## THE GOAL

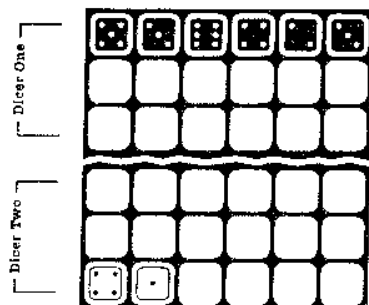
The goal of the game is to have the most dice in your side of the "horse race track" after all dice have been rolled out for the round. Dicers roll two dice at one time.

Dicers add their two dice and compare their sums. The Dicer with the greatest sum places them into their side of the "horse race track". Their opponent places their two dice into the lid (losing side). Dicers pick up two new dice, roll, add and compare their sums. The Dicer with the greatest sum places them into their side of the "horse race track" and their opponent places them into the lid. In the event of a tie sum, both Dicers place their dice into their own side of the "horse race track". Dicers roll out all remaining dice. The Dicer with the most dice on their side of the "horse race track" after nine tosses, is the winner.



The tray is divided between the two players as shown.

## EXAMPLE



Play After 3 of 9 Rounds.

### Toss 1

Dicer One + = 8 → WINS and places dice in tray

Dicer Two + = 5 → Tosses dice into lid

### Toss 2

Dicer One + = 10 → WINS and places dice in tray

Dicer Two + = 3 → Tosses dice into lid

### Toss 3

Dicer One + = 5 → TIE both players place dice in tray

Dicer Two + = 5

## LEVEL 1

Play is outlined above, Dicers roll two dice and add.

## LEVEL 2

Play as described in above rules, but now Dicers roll three dice and add for the greatest sum. The Dicer with the greatest sum (answer) places them into their side of the "horse race track".

$$\begin{matrix} \blacksquare & + & \blacksquare & + & \blacksquare & = & 9 \end{matrix}$$

## LEVEL 3

Play as described in above rules, but now Dicers roll two dice and multiply  $\blacksquare \times \blacksquare = 20$  for the greatest product. The Dicer with the greatest product (answer) places them into their side of the "horse race track".

## LEVEL 4

Play as described in above rules, but now Dicers roll three dice, add two, and multiply by the third for the greatest product. See example.

The Dicer with the greatest product places them into their side of the "horse race track".

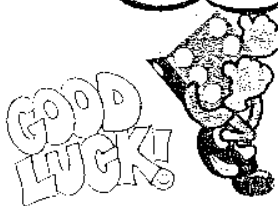


$$(5 + 3) \times 6 = 48 \rightarrow \text{Best Choice}$$

$$(6 + 3) \times 5 = 45$$

$$(6 + 5) \times 3 = 33$$

You will have to do some thinking here to create the best possible answer for your roll. Will there always be 3 possible answers?





# Batters Up!

Round	Number	Roll	Value/Points
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Total Points



# Addition TIC TAC TOE

	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18

or Adding Fact Family TIC TAC TOE

# MULTIPLICATION TIC TAC TOE

	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144





# TICK TOCK ROLL A CLOCK

2  
Double Dicers  
to Play

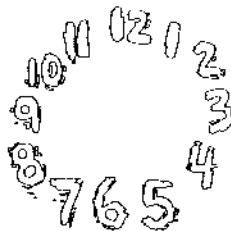


## WHAT YOU'LL NEED

Each Double Dicer needs one Three-In-A-Cube Die, paper, pencil.

## TO BEGIN

Each player needs to draw a clock as follows:

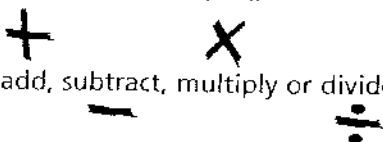


## THE GOAL

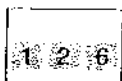
To be the first Double Dicer to circle all numbers on their clock.

## LET'S ROLL

Player One rolls the die and may now add, subtract, multiply or divide the three numbers to target any number between 1 - 12.



## EXAMPLE



Player One can circle on their clock, either:

$$6 \times 2 \times 1 = \textcircled{12} \text{ OR } 6 + 2 + 1 = \textcircled{9} \text{ OR } (6 \div 2) + 1 = \textcircled{4} \text{ etc.}$$

Players can circle only one number per roll. Players alternate rolling the die, analyzing their combinations, trying to be the first player to circle all the numbers on their clock. If a player is unable to find a combination for any of the remaining numbers, play continues to their opponent.

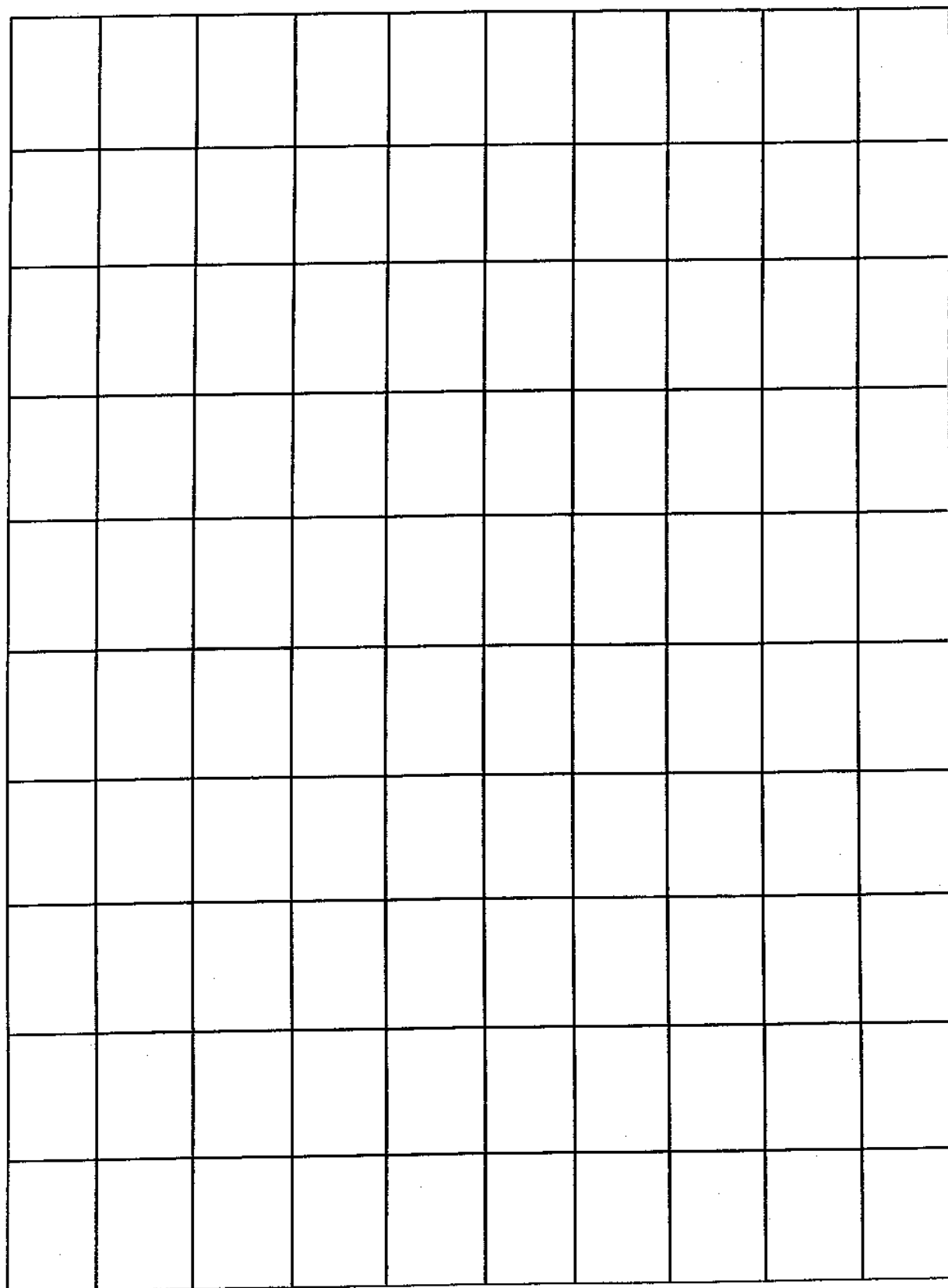


*Do you think there are certain numbers that will be more difficult to circle?*



*Play & Discover!*

# Blank Hundred Board / Ten For Me



# Implementation Plan

List 3 ways you can incorporate the Box Cars strategies into your classroom, program or school.

1.

2.

3.

Identify the game/activity that you will try first, when you get back later this week.

Find a colleague in this room whom you will contact at the end of the week. The two of you will be agreeing to hold a conversation regarding what you did to start implementing what you learned today.

Who:

From:

Phone:

Email:

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