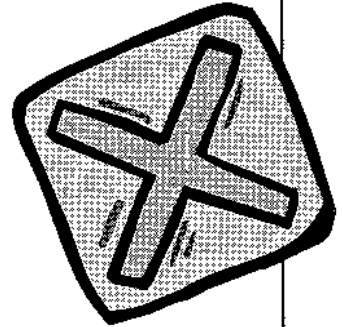
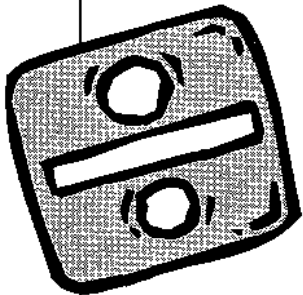


box cars and one-eyed jacks[®]

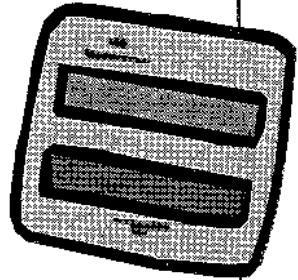
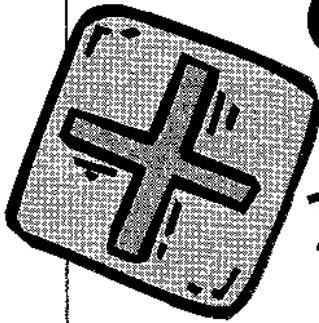


Presents



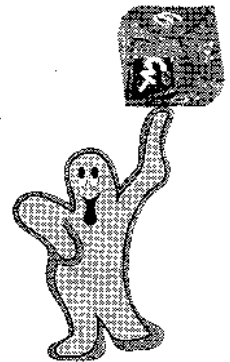
Operation

Double Dare You



Presented by

Jane Felling • Joanne Currah



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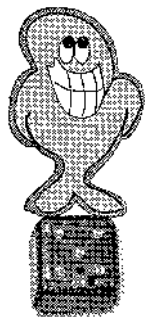
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REGULAR DOUBLE DICE WARM-UPS

2
Double Dicers
to Play



1 DUELLING DICE



Each player rolls their own die, adds the inside and outside numbers, and verbalizes their sum out loud. Players compare sums. The player with the greatest sum scores 1 point. You'll practice adding to 12 this way.

$$\begin{array}{|c|} \hline 4 \\ \hline \end{array} + \begin{array}{|c|} \hline 2 \\ \hline \end{array} = 6$$



Each player rolls 2 dice, adds all 4 numbers and compares for the greatest sum. You'll practice adding to 24 this way.

$$\begin{array}{|c|} \hline 5 \\ \hline \end{array} + \begin{array}{|c|} \hline 6 \\ \hline \end{array} + \begin{array}{|c|} \hline 3 \\ \hline \end{array} + \begin{array}{|c|} \hline 1 \\ \hline \end{array} = 15$$



Each player rolls 1 die, adds inside and outside numbers, then doubles it. Greatest sum scores 1 point.

$$\begin{array}{|c|} \hline 6 \\ \hline \end{array} + \begin{array}{|c|} \hline 2 \\ \hline \end{array} = 8 \text{ doubled} = 16$$

2 DUELLING DICE



Each player rolls their own die and subtracts for the LEAST difference. The player with the least difference (answer) scores 1 point. You'll practice subtracting from 6 this way.

$$\begin{array}{|c|} \hline 5 \\ \hline \end{array} - \begin{array}{|c|} \hline 3 \\ \hline \end{array} = 2$$

3 DUELLING DICE



Each player rolls one die and multiplies the numbers. The player with the greatest product (answer) scores 1 point. You'll practice multiplying to 36 this way.

$$\begin{array}{|c|} \hline 5 \\ \hline \end{array} \times \begin{array}{|c|} \hline 3 \\ \hline \end{array} = 15$$



Each player rolls two dice and adds the sum of each die, then multiplies. The player with the greatest product scores 1 point. You'll practice multiplying to 144 this way.

$$\begin{array}{|c|} \hline 6 \\ \hline \end{array} + \begin{array}{|c|} \hline 2 \\ \hline \end{array} = 8 \quad \begin{array}{|c|} \hline 5 \\ \hline \end{array} + \begin{array}{|c|} \hline 4 \\ \hline \end{array} = 9 \quad 8 \times 9 = 72$$

You will be very LUCKY to hit 144 - what roll will do it?

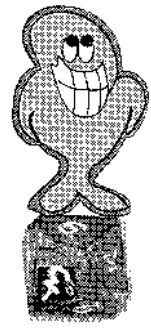
TIES In the event of a tie, in all games, both players score 1 point.

4 DOUBLE DICE SNAPS

Players can try all of the above games for speed. DOUBLE DICERS roll only one die between them (or set of dice if needed). The first player to call out the correct answer scores 1 point.




10-SIDED DOUBLE DICE WARM-UPS

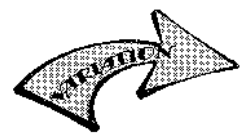


1 DUELLING DICE





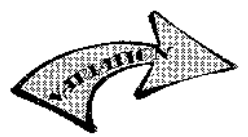
Each player rolls their own die and adds the inside and outside numbers, and verbalizes their sum out loud. Players compare their sums. The player with the greatest sum scores 1 point. You'll add to 18 this way.

 = 14




Each player rolls two dice, adds all four numbers and compares for the greatest sum. You'll add to 36 this way.

 +  = 8 + 14 = 22

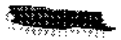


Each player rolls one die, adds the inside and outside numbers, then doubles it. The greatest sum scores 1 point. You'll add to 36 this way.


 9 doubled = 18



2 DUELLING DICE



Each player rolls one die and subtracts for the least difference. The player with the least difference (answer) scores 1 point.


 8 - 6 = 2



3 DUELLING DICE



Each player rolls one die and multiplies the numbers. The player with the greatest product (answer) scores 1 point. You'll practice multiplying to 81 this way.

 = 42

TIES In the event of a tie, in all games, both players score 1 point.


DOUBLE DICE SNAPS: Players can try all of the above games for speed.


DOUBLE DICERS roll only one die (or set of dice if needed). The first player to call out the correct answer scores 1 point.



4 REDUCE FRACTION SNAP

Players only roll one die between them. Both players mentally build a proper fraction and reduce it to its simplest form (if possible). If a zero is rolled it is used as a 10. The first player to call out the fraction in its reduced form scores 1 point.

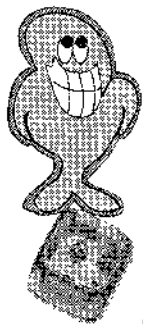
ROLL  = $\frac{3}{6} = \frac{1}{2}$

ROLL  = $\frac{2}{10} = \frac{1}{5}$



THREE-IN-A-CUBE WARM-UPS

2
Double Dicers
to Play



1. DUELLING DICE +

Each player rolls their own die and adds all three numbers and verbalizes their sum out loud. Players compare their sums. The player with the greatest sum scores 1 point. You'll add to 18 this way.

ROLL

| | | |
|---|---|---|
| 3 | 2 | 5 |
|---|---|---|

 = 10



Play for speed. Players roll one die between them. The first player to give the correct sum out loud scores 1 point. $4 + 4 + 3 = 11$

Use patterns such as doubles, doubles +1, making 10's to help you add quicker.

$4 + 4 + 3 = \text{doubles } (8) + 3 = 11$ $3 + 4 + 6 = \text{making } 10\text{'s}$ $3 + (10) = 13$

The best possible score is 0!
What rolls will make it?

2. DUELLING DICE + -

Each player rolls their own die and may add any two numbers. They then subtract the third. Players are trying to create the least difference possible. Players will have to analyze the various combinations to find the least difference for their final answer.

Each number may only be used once.

ROLL

| | | |
|---|---|---|
| 3 | 3 | 3 |
|---|---|---|

 $(3 + 1) = 4$ $4 - 3 = 1$

3. DUELLING DICE X

Each player rolls their own die and adds two numbers and multiplies this sum by the remaining third number. Players will need to analyze the various combinations to build the greatest product. The player with the greatest product scores 1 point.

ROLL

| | | |
|---|---|---|
| 6 | 2 | 3 |
|---|---|---|

 $6 + 2 = 8$ or $3 + 2 = 5$
 $8 \times 3 = 24$ $5 \times 6 = 30$

4. DUELLING DICE PLACE VALUE

Each player rolls their own die and builds the greatest hundreds number. ROLL

| | | |
|---|---|---|
| 4 | 5 | 1 |
|---|---|---|

 = 541 (when rearranged) to make "Five hundred forty-one". The player with the greatest number scores 1 point.



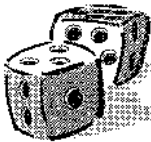
You can also play that the least number scores 1 point. CHECK OUT CUBIC MYSTERY on p. 16-18 for a great game that uses the dice this way.



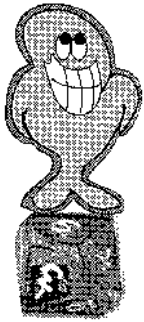
Players can build a decimal number. ROLL

| | | |
|---|---|---|
| 6 | 4 | 1 |
|---|---|---|

 = .116 (when rearranged) to make "one hundred sixteen thousandths". The player with the least number scores 1 point.

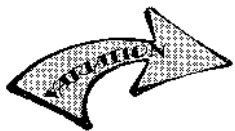
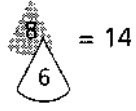


10-SIDED DOUBLE DICE WARM-UPS

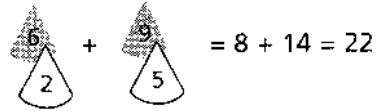


1. DUELLING DICE +

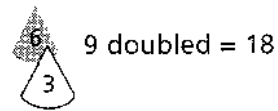
Each player rolls their own die and adds the inside and outside numbers, and verbalizes their sum out loud. Players compare their sums. The player with the greatest sum scores 1 point. You'll add to 18 this way.



Each player rolls two dice, adds all four numbers and compares for the greatest sum. You'll add to 36 this way.

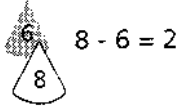


Each player rolls one die, adds the inside and outside numbers, then doubles it. The greatest sum scores 1 point. You'll add to 36 this way.



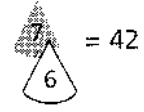
2. DUELLING DICE -

Each player rolls one die and subtracts for the least difference. The player with the least difference (answer) scores 1 point.



3. DUELLING DICE X

Each player rolls one die and multiplies the numbers. The player with the greatest product (answer) scores 1 point. You'll practice multiplying to 81 this way.



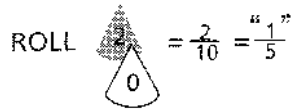
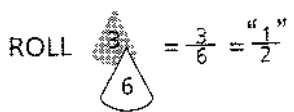
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DOUBLE DICE SNAPS: Players can try all of the above games for speed.

DOUBLE DICERS roll only one die (or set of dice if needed). The first player to call out the correct answer scores 1 point.

4. REDUCE FRACTION SNAP

Players only roll one die between them. Both players mentally build a proper fraction and reduce it to its simplest form (if possible). If a zero is rolled it is used as a 10. The first player to call out the fraction in its reduced form scores 1 point.



Multi Rollers

1. _____ X _____ = _____

2. _____ X _____ = _____

3. _____ X _____ = _____

4. _____ X _____ = _____

5. _____ X _____ = _____

6. _____ X _____ = _____

7. _____ X _____ = _____

8. _____ X _____ = _____



9. _____ X _____ = _____


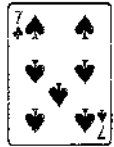
10. _____ X _____ = _____

11. _____ X _____ = _____

12. _____ X _____ = _____

13. _____ X _____ = _____

 X  = 12

 X  = 28

*Play with
Cards or Dice!!!*

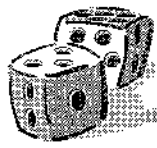
HUNDRED BOARD

| | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

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



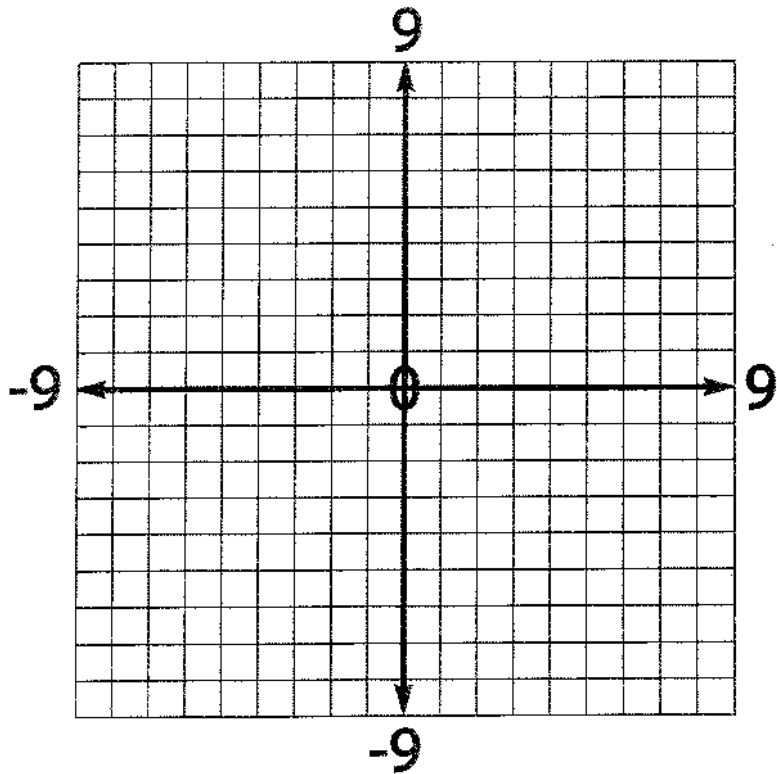
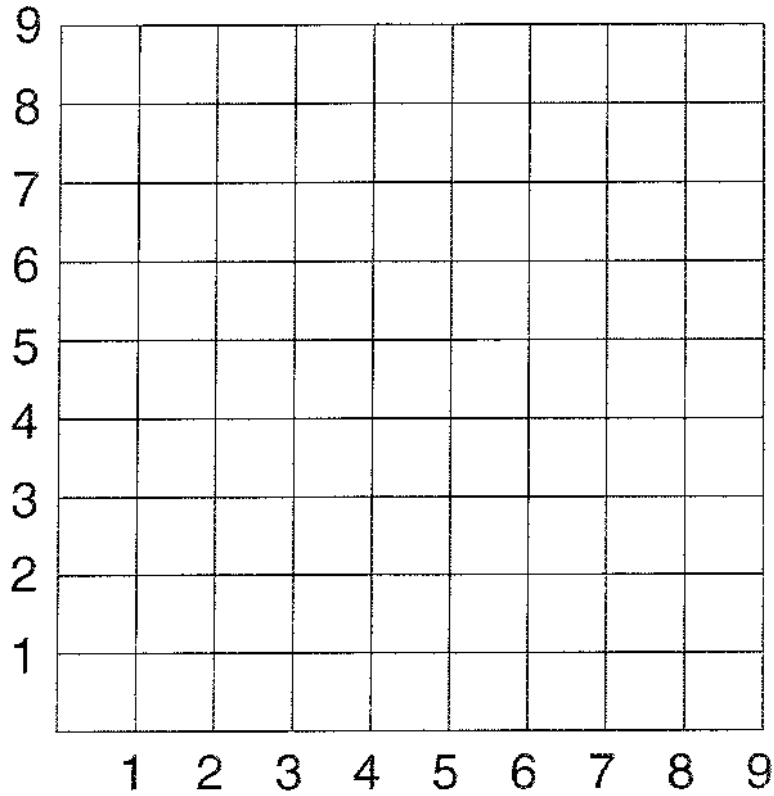
DOUBLE UP MULTIPLICATION

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PLOTTING ALONG GRAPH





DASHING DOUBLES

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

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



ORDER IN THE COURT

PLAYER ONE

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | |
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LEAST

GREATEST

PLAYER TWO

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|

LEAST

GREATEST

PLAYER ONE

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
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LEAST

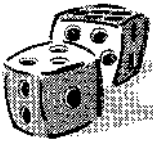
GREATEST

PLAYER TWO

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|

LEAST

GREATEST



BACK TO SQUARE ONE

PLAYER ONE

| ROUND | 1 | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|---|
| Sums | | | | | |
| Squares | | | | | |
| Total | | | | | |

GRAND TOTAL

| |
|--|
| |
|--|

PLAYER TWO

| ROUND | 1 | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|---|
| Sums | | | | | |
| Squares | | | | | |
| Total | | | | | |

GRAND TOTAL

| |
|--|
| |
|--|

PLAYER ONE

| ROUND | 1 | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|---|
| Sums | | | | | |
| Squares | | | | | |
| Total | | | | | |

GRAND TOTAL

| |
|--|
| |
|--|

PLAYER TWO

| ROUND | 1 | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|---|
| Sums | | | | | |
| Squares | | | | | |
| Total | | | | | |

GRAND TOTAL

| |
|--|
| |
|--|