

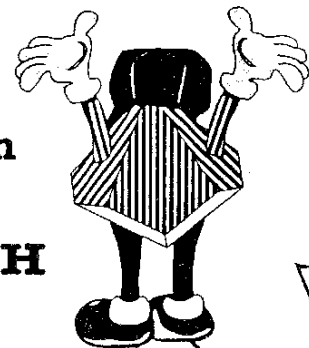
**box cars
and
one-eyed jacks[®]**

Presents

**POWER PLAY
GAMES FOR PLACE VALUE**

**Presented by
Jane Felling • Joanne Currah**

**Phone (780) 440-MATH
boxcars@planet.eon.net**



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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.

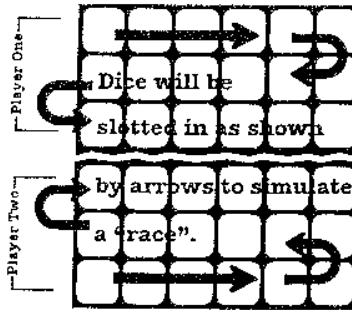
TO BEGIN

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

THE GOAL

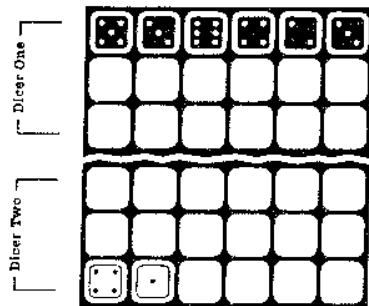
The goal of the game is to have the most dice in your side of the "horse race track" after all dice have been rolled out for the round. Dicers roll two dice at one time.

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 + = 2 → Tosses dice into lid

Toss 2

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

Dicer Two + = 2 → Tosses dice into lid

Toss 3

Dicer One + = 10 → TIE both players place dice in tray

Dicer Two + = 2

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".

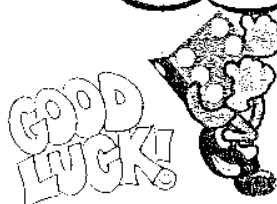


$$(5 + 3) \times 6 = 48 \rightarrow \text{Best Choice}$$

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

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

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

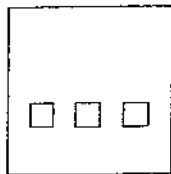


BETWEENERS

USING THREE IN A CUBE DICE

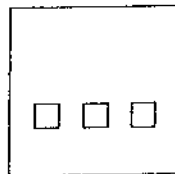
READ AND CHUNK PLACE VALUE

ROLL 1

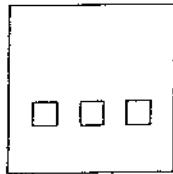


Hundreds
Tens
Ones

ROLL 2

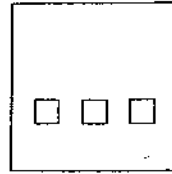


Hundred Thousands
Ten Thousands
Thousands

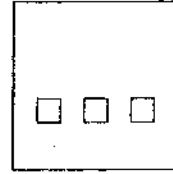


Hundreds
Tens
Ones

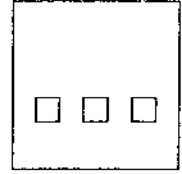
ROLL 3



Hundred Millions
Ten Millions
Millions



Hundred Thousands
Ten Thousands
Thousands



Hundreds
Tens
Ones

WARM UP:

ROLL THREE IN A CUBE TO BUILD THE GREATEST NUMBER POSSIBLE

ROLL THREE IN A CUBE TO BUILD THE LEAST NUMBER POSSIBLE

ASSIGN RED/WHITE/BLUE AS HUNDREDS/TENS/ONES (UNITS)

TO PLAY

ROLL AND HIDE CUBE

BUILD THE BEST "BETWEEN" NUMBER. WRITE NUMBER DOWN

COMPARE AND SCORE. BETWEEN NUMBER WINS 1 POINT

EXAMPLE

246
351
556

BETWEENERS

Batters Up!

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

Total Points

