



Game 1:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

Take turns to throw the dice and decide which of your four cells to fill. Do this four times each until all your cells are full.

Whoever has the larger four-digit number wins.

- A point for a win. The first person to reach 10 wins the game
- Or, if you want to make it more interesting,
- Work out the difference between the two four-digit numbers after each round.
The winner keeps this score. First to 10000 wins.



Game 2:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

Take turns to throw the dice and decide which of your four cells to fill. Do this four times each until all your cells are full.

Whoever makes the smaller four-digit number wins.

- A point for a win. The first person to reach 10 wins the game
- Or, if you want to make it more interesting,
- Work out the difference between the two four-digit numbers after each round.
The winner keeps this score. First to 10000 wins.



Game 3:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

Set a target to aim for. Then throw the dice four times each and work out how far each of you is from the target number. Whoever is the closer wins.

- A point for a win. The first person to reach 10 wins the game

Possible targets:

5000, 3500, 2222...



Game 4:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

This game introduces a decimal point. The decimal point will take up one of the cells so this time the dice only needs to be thrown three times by each player. The winner is the one closer to the target.

Possible targets: 35, 3.1, 24, 2.6, 10,

Two possible versions:

- Each player decides in advance where they want to put the decimal point before taking turns to throw the dice
- Each player throws the dice three times and **then** decides where to place the digits and the decimal point.



Game 5:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

This is the nasty version!

Play any of the games 'Nice and Nasty games. This time you can choose to keep your number and put it in one of your cells, **or give it to your partner and tell them which cell to put it in.** You might lose a friend this way!

It's really important to take turns to start each round if this game is going to be fair.

This becomes even nastier when you play the games above with more than two people.



Game 6:

Find a partner and a 1-6 dice, or preferably a 0-9 dice if you have one.

This is a cooperative game, rather than a competitive one, for three or more people.

Choose any of the games 'Nice and Nasty games.

Decide in advance which of you will get the closest to the target, who will be second closest, third, fourth etc.

Now, work together to decide in whose cells the numbers should be placed and where.