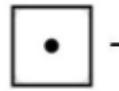
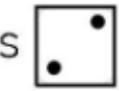


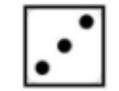
Roll a Snowman!



- buttons



- nose



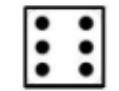
- hat



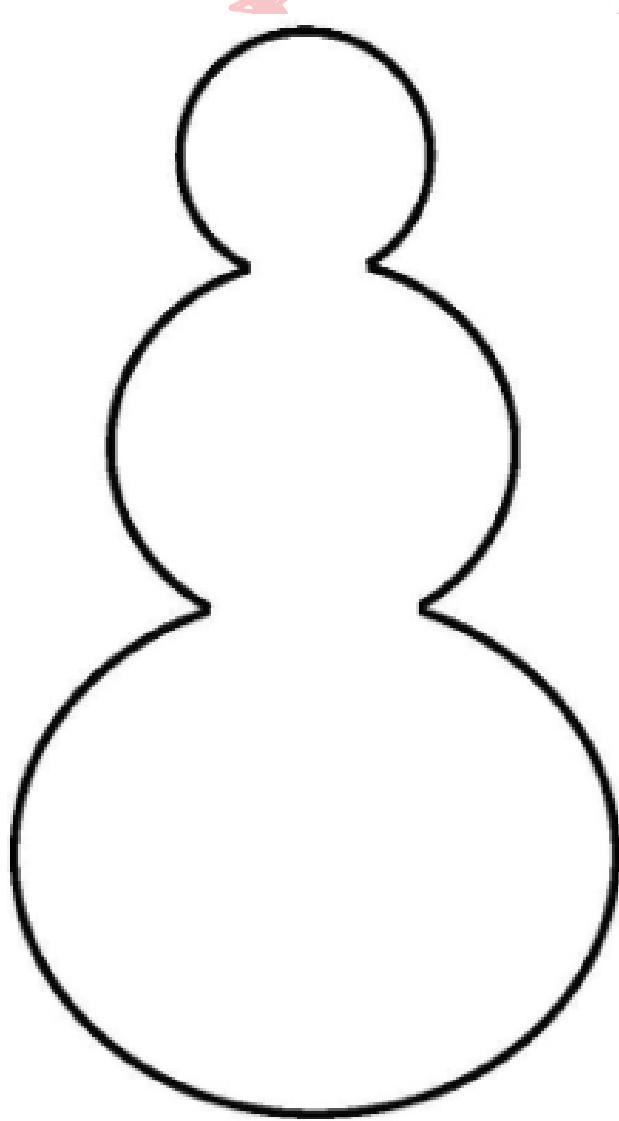
- eyes



- arms

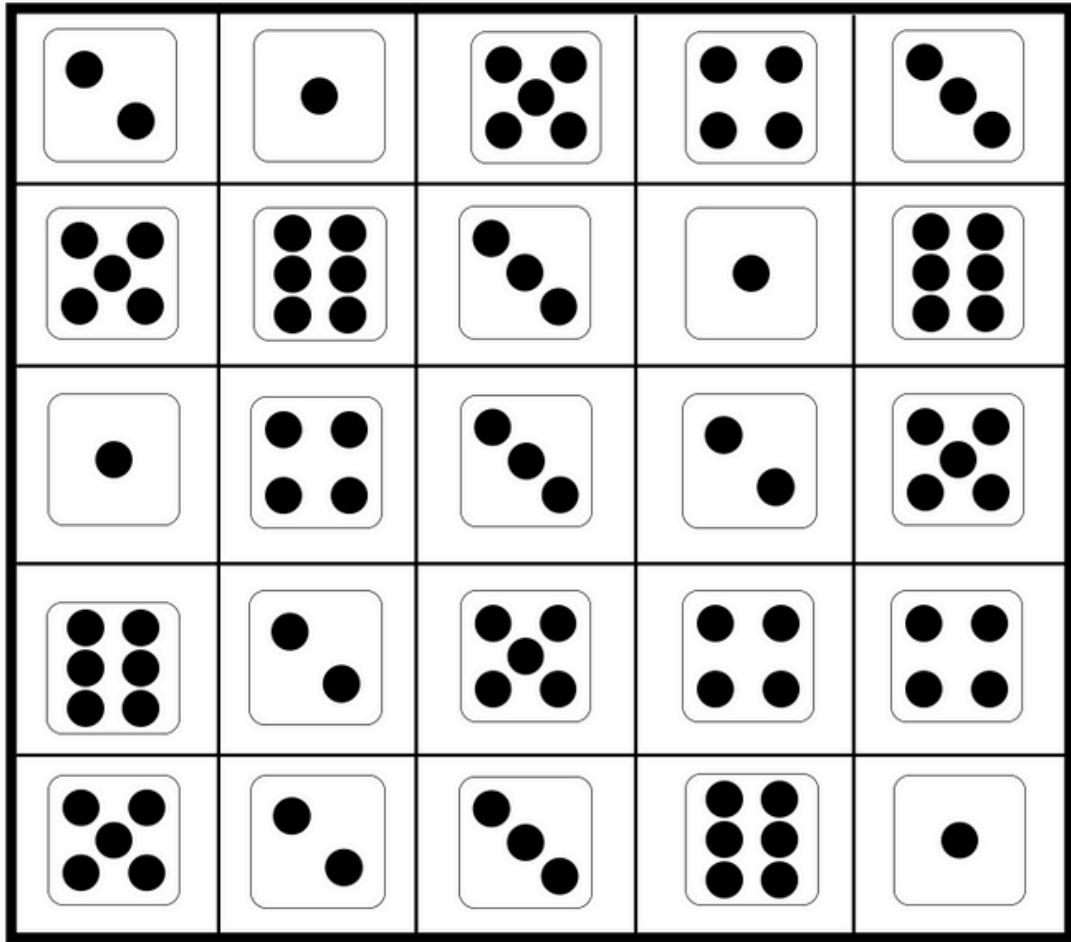


- mouth



DICE BINGO

Card #1

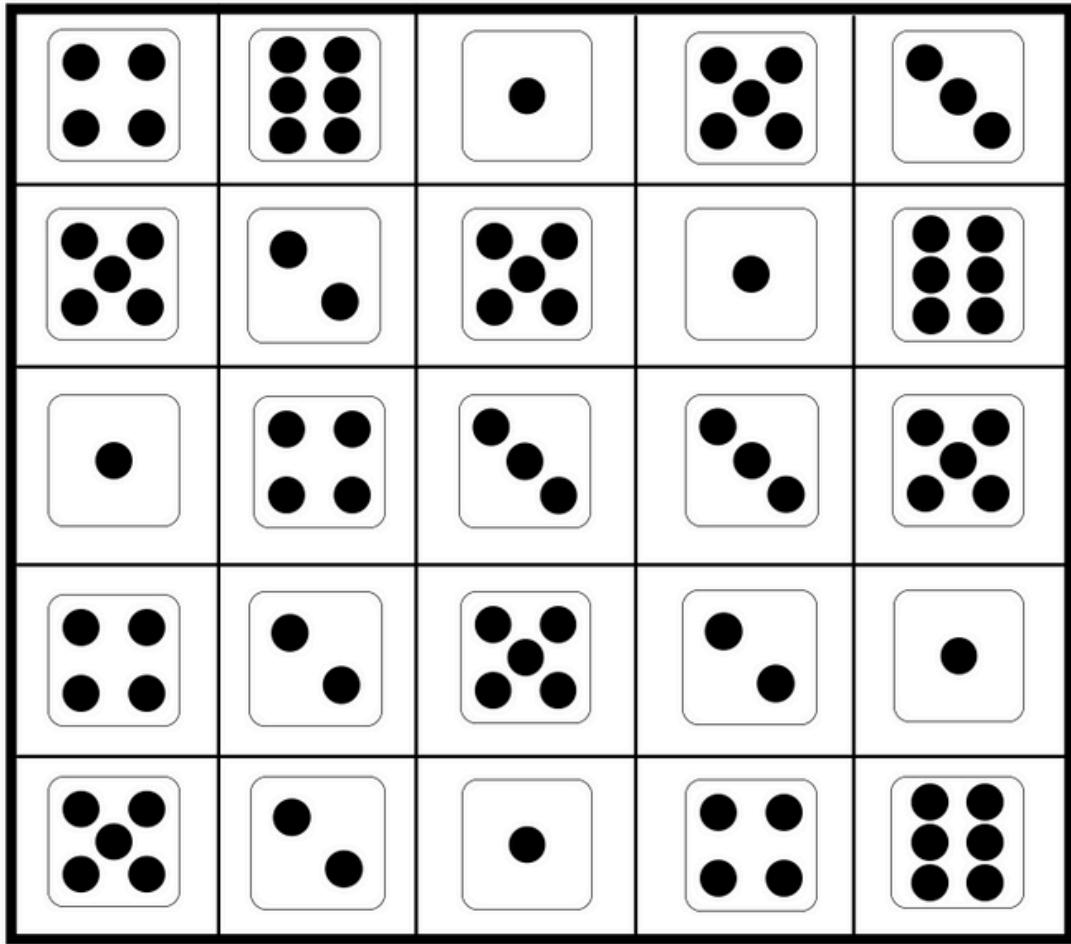


Multi-player game

- Each player rolls a die then matches the number on their game board (choose any spot if multiples are shown).
- Cover with a token of some sort.
- The first person to cover all the die faces on the game board wins.

DICE BINGO

Card #2

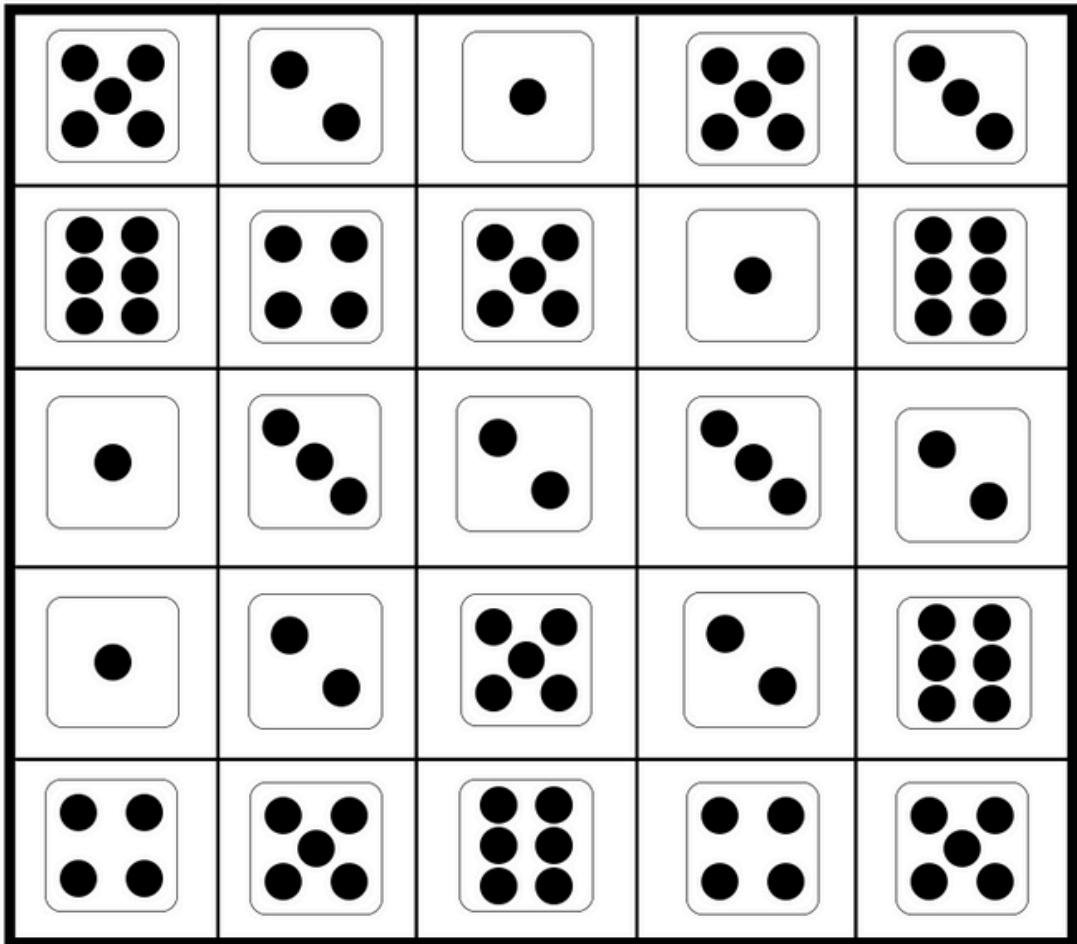


Multi-player game

- Each player rolls a die then matches the number on their game board (choose any spot if multiples are shown).
- Cover with a token of some sort.
- The first person to cover all the die faces on the game board wins.

DICE BINGO

Card #3



Multi-player game

- Each player rolls a die then matches the number on their game board (choose any spot if multiples are shown).
- Cover with a token of some sort.
- The first person to cover all the die faces on the game board wins.

Basic Dice Game

SUPPLIES: 1 die, paper & pencil

GOAL: To reach 10 points

MATH: Number recognition

PLAYERS: 2+

INSTRUCTIONS: Have the youngest member select a number between 1 and 6. Each player takes a turn rolling the die. If the selected number is rolled, that player earns a point, and they get to roll again. IF the selected number is not rolled, their turn is over. Keep track of how many times each player rolls the number and the first player to reach 10 points wins.

DIFFICULTY: Easy

Ladder Dice Game

SUPPLIES: 2 dice, paper & pencil

GOAL: To cross out all the rungs on your side of the ladder

MATH: Number recognition and strategy

PLAYERS: 2+

INSTRUCTIONS: On a piece of paper, draw a ladder and number both sides of the rungs from bottom to top. Depending on the age of the child you may want to have a ladder from six to ten rungs tall. Each player rolls the dice and crosses off the number or numbers from their side of the ladder. If a player rolls a 1 and a 2, they can choose to cross off both the 1 and 2 or they can add the numbers and cross off the 3. The first player to eliminate all their numbers wins the game.

DIFFICULTY: Moderate

3+ Dice Game

SUPPLIES: 5 dice, paper & pencil

GOAL: To have the highest score at the end of ten rounds

MATH: Addition

PLAYERS: 2+ players

INSTRUCTIONS: Each player takes their turn rolling all five dice. If their roll contains no matches, the score is zero and the player's turn is over. In the case of two of a kind, the player has the option to re-roll the remaining three dice. If, after the second roll, there are fewer than three matching dice, the score remains zero. If, after the second roll, there are not at least 3 of a kind, the score is zero. For rolls with 3, 4 or 5 of a kind, record the score. 3 of a kind = 3 points, 4 of a kind = 6 points, and 5 of a kind = 12 points.

DIFFICULTY: Moderate

Pirates Dice Game

SUPPLIES: 5 dice, paper & pencil

GOAL: To be the first to reach an agreed upon score

MATH: Number recognition and strategy

PLAYERS: 2+ players

INSTRUCTIONS: Each player will take their turn rolling the five dice three times in each round. The objective is to roll a six (representing the ship), a five (captain), and a four (crew). If you roll any/all of these, set them aside as you continue to roll the remaining dice up to three times for the round. Failing to roll all three results in a zero for that round. However, successfully obtaining the ship, captain, and crew allows you to add the last two dice values as your pirate booty. Your total for the round is your amount of booty.

DIFFICULTY: Moderate to complicated