

Number Paths - Michael Ymer Warm-up Game

Mathematical Focus

- Number Sense
- Place Value
- Chance & Probability

Age Range

- F-6

Introduction

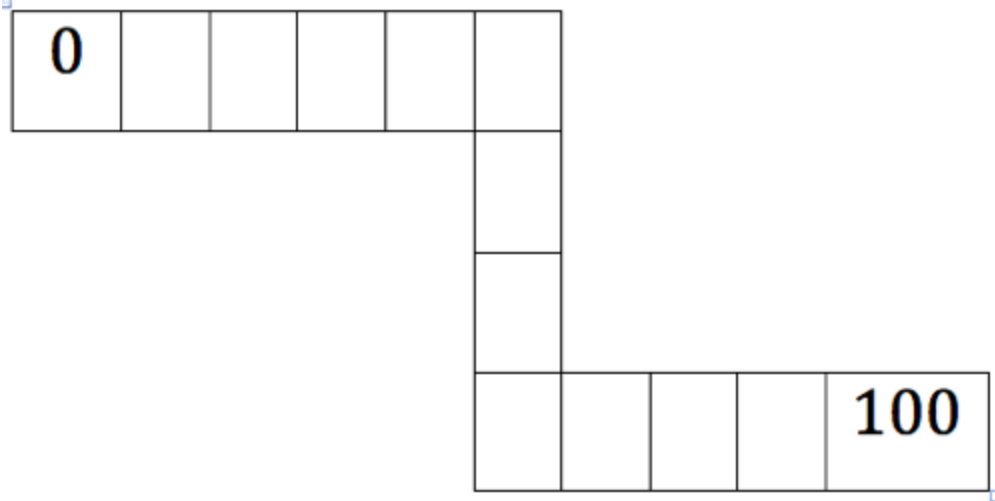
This game builds number sense as students think about the order of numbers, how they relate to other numbers and the probabilities of a range of numbers being rolled with two dice. The range of variations provides opportunities to differentiate for all students.

Materials

- 2x6 sided dice

Organisation

- Partner game
- Each player needs a blank path
- Each student writes a grid of 6 blank boxes in their book.



Note: The starting numbers depend on the dice you are using. 66 would be the largest number needed if using 2x6 sided dice.

Objective: Be the first player to fill out all the spaces on your path.

Instructions

1. Players take it in turns to roll the dice.
2. Make a two digit number from the dice e.g. 4 and 6 could make 46 or 64.
3. Write your number in one of the blank spaces along the path. The number must fit between the lowest and highest numbers below and above (the same number is ok). For example, if the blank space is between the numbers 17 and 24, the only numbers that will fit in this space will be 17,18, 19, 20, 21, 22, 23 and 24.
4. If you can't make a number to fit on your path you miss a turn.

Variations

- Use 3 dice
- Multiply the dice instead of adding
- Replace a die with a 20 sided die
- For each variation, have students work out what the first and last numbers on the path need to be.