

Dicing Times

- You need**
- different-coloured counters for each player
 - 2 dice marked with 2, 3, 4, 5, 6, and 7
 - 1, 2, or 3 classmates

Game

Take turns to roll the dice and multiply their two numbers.

Use a counter to cover the number on the grid that is the product of your dice. Get your classmates to check your answers. If you give the wrong answer, you must take that counter off the board and wait until your next turn to try again.

You may not put a counter on a square that is already covered.

The winner is the first person to make a line of five counters in a horizontal, vertical, or diagonal row. The five counters do not need to be right next to each other, and other players can have their counters on squares between yours.



6	21	10	49	9	20	12	8
15	12	28	18	8	4	24	35
14	24	42	10	30	9	42	12
20	30	9	12	35	14	21	15
16	4	6	20	8	20	6	18
8	28	15	42	24	10	49	35
36	25	28	6	30	12	28	20