

Remove the Counters (Chance Game)

In this game children have a paper (or cardboard) strip with numbers from 2 to 12. (These are the possible totals when two dice are rolled). The children also have 11 counters to place anywhere on the strip.

2	3	4	5	6	7	8	9	10	11	12
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For example, they can place one counter on each number. Alternatively they could place all of their eleven counters on number 10. They could place five counters on 3, five counters on 6 and one counter on 7 it doesn't matter so long as all eleven counters are placed somewhere on the strip.

2	3	4	5	6	7	8	9	10	11	12
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Remove the Counters

(Chance Game)


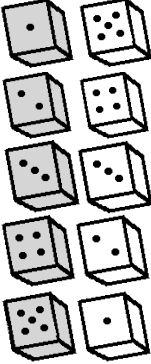
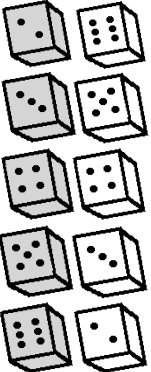
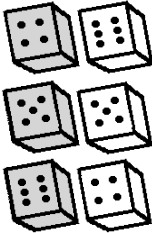
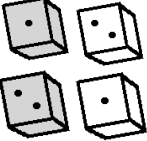
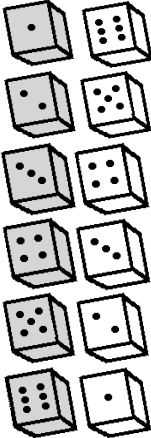
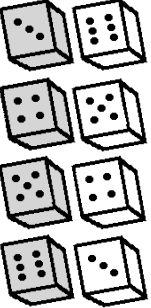
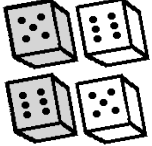
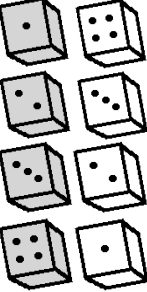
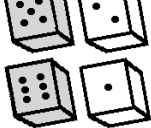


The children play against a partner (or perhaps in a small group of 3, or even against the whole class). They roll two dice, adding the numbers. If they have a counter on this number, it can be removed. For example, from the strip on the previous page, if a child rolled a 2 and a 3, this totals 5. They have three counters on 5 so one of the counters can be removed.

It would then be the next person's go. If a total is rolled (eg 9) and there are no counters on this number, the dice are simply handed to the next person. Each time dice are rolled, the results are recorded. The aim is to be the first person to remove all of his or her counters off the chart. It's interesting to see from among the whole class, who removed their counters with the least number of dice rolls.

After a couple of games, a good discussion can be held regarding how children placed their counters. There's a greater chance of rolling a total of 7 for example (6 and 1, 5 and 2, 3 and 4) than a total of 12 (6 and 6). However placing all of the counters on 7 may not be the best strategy either.

The diagram on the next page shows the 36 different ways that two dice can land. It's useful to have a look at this after a couple of games and then play again, choosing a suitable strategy for placing counters on the strip so that they can be removed hopefully in the least number of rolls.

THE DIFFERENT TOTALS THAT TWO DICE CAN PROVIDE

<p>Total 2</p> 	<p>Total 6</p> 	<p>Total 8</p> 	<p>Total 10</p> 
<p>Total 3</p> 	<p>Total 7</p> 	<p>Total 9</p> 	<p>Total 11</p> 
<p>Total 5</p> 	<p>Total 12</p> 	<p>Total 12</p> 	<p>Total 12</p> 

Name:..... Date:.....

Remove the Counters (Chance Game)

Place 11 counters anywhere on this strip. Roll two dice and add the numbers. If you have a counter placed on this number then you can remove it. (Only one counter can be removed at a time). Every time you roll two dice, record what you rolled. The aim is to remove all of your counters in the least number of dice rolls. So be careful where you place them before you start!

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