

Color Dice Game

Ordering Numbers to 100, number sense, probability

Time: 20 minutes

Materials: die with different color pips, chart (or make your own 5 columns and 13 rows (one header and 12 empty rows), pencil

Objective: Be the first player to fill in a column. Numbers must be written in ascending order, smallest at the top to largest at the bottom. Numbers will range from 1-100.

Set up: Everyone begins by filling in the numbers 10, 20, 30, 40, and 50, one in each column.

Play:

- A player says a number between 1-100 and then rolls the die and calls out the color.
- Everyone puts that number on their chart in the corresponding column. Purple (6) is wild and can be placed in any column.
- The next player then calls out a number, then rolls the die. Players mark the number on their chart.
- Play continues until a player has filled in a column.
- If a number is rolled that you cannot play, you do not get to place the number that round.
- Game ends when one player fills up one column.

Optional Rules:

- You can see each other's cards to strategically call a number. Or you could keep them secretive.
- Announce when you only have 2 numbers missing in a column and tell the other players what numbers they are between.
- Score based on the number of empty boxes. The winner has the least missing boxes.

Source: This game is like Qwingo which is now out of print