

## DICE GAMES

# Remainder Grid



### You will need:

- 2 players
- one dice (1-6 spots)
- a copy of the playing board
- counters for each player

### How to play:

The players take it in turns to choose any number between 20 and 60. They then roll the dice and mentally divide the number they have chosen by the number on the dice. They may then cover up the remainder on the game board.

For example, Billy chooses the number 45, rolls a 4 and makes the division ("4 goes into 45 eleven times with one left over"), he may now cover any '1' on the game board with one of his counters.

Play passes to the next player, who chooses another number and rolls the dice.

The winner is the first player to cover up a 'Winning Combination' of 4 numbers (in any direction) on the game board.

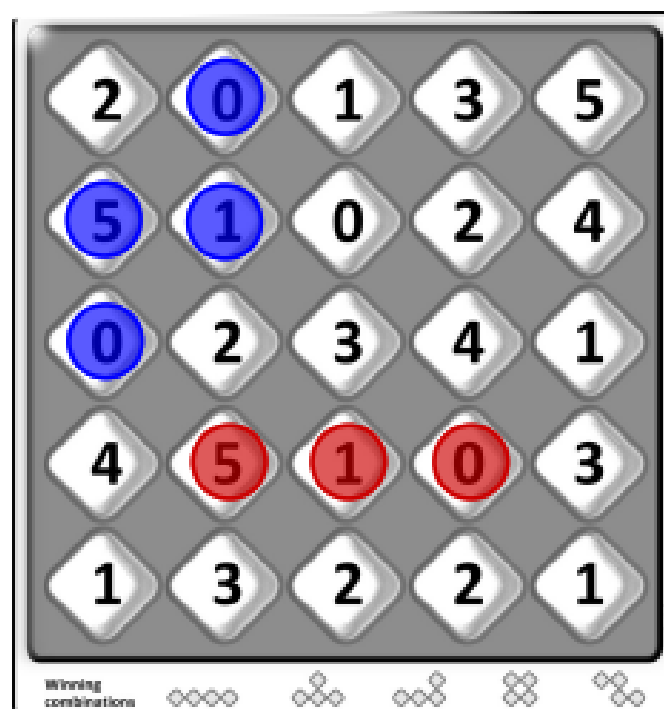
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It may be useful to give the children note paper to jot down their calculations, or to keep a record of the numbers they have chosen.

The game can be simplified by asking the children to choose numbers from a lower range - between 10 and 20, for example.

After the children have played the game a few times they may begin to develop a strategy; choosing particular numbers that have more or less factors, for example, if they are aiming for specific 'remainders' on the game board.

There are four different boards associated with game, three with different arrangements of numbers and a blank one.



1	2	5	0	1
4	3	0	1	5
0	2	4	1	3
3	1	5	2	0
2	0	3	1	5

Winning combinations