



Dicey Addition

There are two parts to this game. The first part involves an element of chance and the second part involves careful reasoning.

Find a partner and a 1-6 dice, or a 0-9 dice if you have one.

Each player will need to draw this addition grid:

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Part 1

Throw the dice once. Each player decides where to place that number in their own grid. Throw the dice again, continuing until all the cells are filled.

Whoever has the result closer to 100 wins.

Part 2

Now list all the numbers you threw in part 1. On a new grid, each player decides where to place those numbers on their own grid.

Can you get closer to the target than you did before?

Again, whoever has the result closer to 100 wins.

There are **two possible scoring systems** for each part of the game:

- A point for a win. The first person to reach 10 wins the game.
- Each player keeps a running total of their 'penalty points', the difference between their result and 100 after each round. First to 500 loses.

You can vary the target to make it easier or more difficult.