This is a set of games for two people to play together.

To play the games, throw a dice. Each person uses the number showing, and each decides which box to place the result in. Continue doing this until all the boxes are full for a specific game (6 throws for addition, 5 throws for multiplication, 7 throws for subtraction and 6 throws for evens).

Addition starts off by aiming for the largest possible total. The variation looks for the smallest possible total. Multiplication and subtraction progress in the same way.

Evens is slightly different. Each round consists of three calculations to fill in and work out. The aim is to create three calculations with even answers. When the six boxes are filled, work out the solutions. You gain 2 points for a win, 1 for a draw and 0 for a loss. Results will need to be recorded over the course of several rounds.

The game is more effective if partners do not look at each other’s choices until the end of the round.

If pupils work quickly at this, add a competitive edge by passing the answer grids on to the next person after each throw and once they have inserted their score for that throw.

One: Addition

**Game 1: Maximise Game 2: Minimise**

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Two - Multiplication

**Game 1: Maximise Game 2: Minimise**

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Three: Subtraction

**Game 1: Maximise Game 2: Minimise**

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Four: Evens

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