

Number Paths

Materials:

- Two 1-6 dice
- One 4-9 dice
- Gameboard with 14 circles as shown below. (*Make circles large enough to write a three-digit number inside each one.*)

Object of the game:

- Try to arrange the numbers on the path from the smallest to the largest, filling in every circle.

To Play:

- Roll the three dice at one time.
- Arrange the three digits to make a number.
- Write the number in one of the circles on the path.

Rules:

- Once you're written a number in a circle, you can't change it.
- If you can't put a number in a circle the game is over.

This game can be played as a solitaire game, in pairs, with a small group, or as a whole class. An alternative for primary students is a two-dice game (1-6 and 4-9 or spinners) and a smaller gameboard with 5, 7, or 11 circles.

Questions to think about:

- What's the smallest number you can roll? What's the largest number?
- If you roll three different numbers, how many different three-digit numbers can you make?
- If two of the three numbers you roll are the same, how many different three-digit numbers can you make?
- Can you roll the dice and come up with all three numbers the same? What's the possibility of this occurring?
- When you roll the three dice, you get numbers from 1 through 9. Are some numbers more likely to be rolled than others?
- How do you decide where to place the first number you roll?
- What strategies do you use for placing other numbers?

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