

Dice Race 3

2 players

YOU NEED

- 2 octahedrons, numbered 1-8
- 3-4 race charts

RULES

The player with the most points wins.

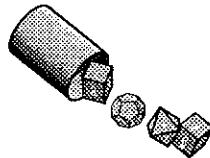
1. Decide who will be the “even player” and who will be the “odd player.” The even player scores points for all even products. The odd player scores points for all odd products.
2. One person rolls both octahedrons and multiplies the two numbers.
3. The other person marks an X in that number’s row on the race chart.
4. Continue rolling the octahedrons until one row is filled with Xs.
5. Count the number of even products that were rolled; this is the even player’s score. Count the number of odd products that were rolled; this is the odd player’s score.

Play the game at least three times.

SAMPLE ROLLS

- First roll: 9 and 1. Mark 9.
 Second roll: 5 and 3. Mark 15.
 Third roll: 3 and 3. Mark 9.

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|----|---|---|--|--|--|--|--|
| 8 | | | | | | | |
| 9 | X | X | | | | | |
| 10 | | | | | | | |
| 12 | | | | | | | |
| 14 | | | | | | | |
| 15 | X | | | | | | |
| 16 | | | | | | | |
| 18 | | | | | | | |



WORKING TOGETHER

- ◆ Discuss the following: *Is this a fair race? Why or why not? If not, how could you make it fair?*
- ◆ Be prepared to explain your answers in a class discussion.

Dice Race 3 BOARD

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| 1 | | | | | | | | | |
| 2 | | | | | | | | | |
| 3 | | | | | | | | | |
| 4 | | | | | | | | | |
| 5 | | | | | | | | | |
| 6 | | | | | | | | | |
| 7 | | | | | | | | | |
| 8 | | | | | | | | | |
| 9 | | | | | | | | | |
| 10 | | | | | | | | | |
| 12 | | | | | | | | | |
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| 64 | | | | | | | | | |

