Double Down

What they'll practice: Adding doubles

What they'll need: Two dice, one piece of paper, and one pencil per student

How to play: In pairs, time students so that each round of play lasts five minutes. When you say, "Roll 'em!" everyone rolls their two dice simultaneously. Anytime someone rolls doubles, they say, "Double Down!" Both students in that pair should stop rolling, then add the value of the dice, and record the sum under the player's name who rolled it.

As play continues, students keep track of both sets of scores. Whoever has the most points at the end of five minutes wins.

Speed Racers

What they'll practice: Identifying odd and even numbers

What they'll need: One deck of cards per pair

How to play: Students should remove all face cards and divide the deck in half. Students flip over cards one by one to make two piles: odds and evens. After the fastest flipper puts down his last card, he calls out, "Stop!" and his opponent freezes. The opponent checks both piles. If a mistake is found, the opponent gets to finish flipping her own cards into piles until she finishes or makes a mistake (at which point it would revert to the other player). Play continues until all piles are correct and a speed racer crosses the finish line!

Build it Big or Build it Small

What they'll practice: Place value

What they'll need: 2 dice and recording paper

Students each need 2 dice and some scratch paper or a whiteboard. Tell the students they are trying to make the larger number. Kids take turns rolling 2 dice. With the 2 numbers they make a 2-digit number. For example if they roll a 4 and a 2 they can make either 42 or 24. The next student rolls and makes a 2-digit number. Whoever has the largest number gets 5 points. Continue until someone has 50 points. To change it up, play for the smallest number.