



Dice Games



These dice games for younger children focus on counting, recognising numbers and simple addition

1. Roll 20!

This simple idea has many different adaptations:

Draw a simple unnumbered track of 20 squares. Each player rolls 1 dice and moves that many spaces. The first to reach the finish line is the winner. You can theme the track to the individual's interests to make it more exciting!

Or... Roll 1 dice and ask your child to count out that many counters/Lego bricks/buttons. The first person to reach 20 items wins. Great for number recognition and 1:1 counting.

Or... Roll 2 dice and add them together before colouring this many squares on a grid like the one below. A player can have as many goes as they wish in their race to get to 20, but, beware... if a 1 is thrown, they must go back to the beginning and start again! Players can choose when to save their points (ideally before a 1 is thrown!) and carry this total into their next go.

Whoever manages to get to 20 first is the winner.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

2. Roll a picture

Players take it in turn to throw two dice and add them together to get a number from 2-12. Each number corresponds to an item that they draw in a picture. For example:

2 = sun 🌞

3 = tree 🌳

4 = flower 🌺

5 = house 🏠

6 = cloud ☁️

7 = bird 🐦

8 = rainbow 🌈

9 = cat 🐱

10 = dog 🐶

11 = star ⭐

12 = moon 🌙

Items can be changed to match individual's interests, but the first person to have all the items in their picture is the winner.



3. Four in a row

Each player takes it in turn to throw 2 dice and find the total before finding their number in the grid below:

The first to get four numbers in a row vertically, horizontally or diagonally is the winner.

2	8	10	4	6
6	11	5	9	3
8	4	12	7	5
5	11	2	10	8
3	9	6	12	4